





# Final Fantasy

Staff	
Developer	Square
Publishers	Square Nintendo
Director	Hironob Sakaguchi
Producer	Masafumi Miyamoto
Designers	Hiromichi Tanaka Akitoshi Kawazu Koichi Ishii
Programmer	Nasir Gebelli
Artist	Yoshitaka Amano
Writers	Hironobu Sakaguchi Kenji Terada
Composer	Nobuo Uematsu

**Final Fantasy** is a fantasy role-playing video game developed and published by Square in 1987. It is the first game in Square's Final Fantasy series, created by Hironobu Sakaguchi. Originally released for the NES, Final Fantasy was remade for several video game consoles and is frequently packaged with Final Fantasy II in video game collections. The story follows four youths called the Warriors of Light, who each carry one of their world's four elemental crystals which have been darkened by the four Elemental Fiends. Together, they quest to defeat these evil forces, restore light to the crystals, and save their world. The Warriors of Light can traverse the maps of dungeons and towns, which are connected by a world map, and will run into random encounters with enemies or fight bosses. Battles are controlled using menus in a turn-based fashion, in which characters can use attacks and Magic, depending on the class they have equipped.

Final Fantasy was originally conceived under the working title Fighting Fantasy, but trademark issues and dire circumstances surrounding Square as well as Sakaguchi himself prompted the name to be changed. The game was a great commercial success, received generally positive reviews, and spawned many successful sequels and supplementary titles in the form of the Final Fantasy series. The original is now regarded as one of the most influential and successful role-playing games on the Nintendo Entertainment System, playing a major role in popularizing the genre. Critical praise focused on the game's graphics, while criticism targeted the time spent wandering in search of random battle encounters to raise the player's experience level. By March 2003, all versions of Final Fantasy had sold a combined two million copies worldwide.





# Story

The world is veiled in darkness.

The wind stops, the sea is wild, and the  
earth begins to rot.

The people wait, their only hope, a  
prophecy....

When the world is in darkness Four  
Warriors will come....

After a long journey, four young warriors  
arrive, each holding an ORB.

# Setting

Final Fantasy takes place in a fantasy world with three large continents. The elemental powers of this world are determined by the state of four crystals, each governing one of the four classical elements: earth, fire, water, and wind.

The world of Final Fantasy is inhabited by numerous races, including humans, elves, dwarves, mermaids, dragons, and robots. Most non-human races have only one "town" in the game, although individuals are sometimes found in human towns or other areas as well.

Four hundred years prior to the start of the game, the Lufenian people, who used the Power of Wind to craft airships and a giant space station (called the Floating Castle in the game), watched their country decline as the Wind crystal went dark.

Two hundred years later, violent storms sank a massive shrine that served as the center of an ocean-based civilization, and the Water crystal went dark. The Earth crystal and the Fire crystal followed, plaguing the earth with raging wildfires, and devastating the agricultural town of Melmond as the plains and vegetation decayed.

Some time later, the sage Lukahn tells of a prophecy that four Light Warriors will come to save the world in a time of darkness.

# Gameplay

Final Fantasy has four basic game modes: an overworld map, town and dungeon maps, a battle screen, and a menu screen. The overworld map is a scaled-down version of the game's fictional world, which the player uses to direct characters to various locations. The primary means of travel across the overworld is by foot; a ship, a canoe, and an airship become available as the player progresses. With the exception of some battles in preset locations or with bosses, enemies are randomly encountered on field maps and on the overworld map when traveling by foot, canoe, or ship, and must either be fought or fled from.

The game's plot develops as the player progresses through towns and dungeons. Some town citizens offer helpful information, while others own shops that sell items or equipment. Dungeons appear in areas that include forests, caves, mountains, swamps, underwater caverns, and buildings. Dungeons often have treasure chests containing rare items that are not available in most stores. The game's menu screen allows the player to keep track of their experience points and levels, to choose which equipment their characters wield, and to use items and magic. A character's most basic attribute is their level, which can range from one to fifty, and is determined by the character's amount of experience. Gaining a level increases the character's attributes, such as their maximum hit points (HP), which represents a character's remaining health; a character dies when they reach zero HP. Characters gain experience points by winning battles.



Combat in Final Fantasy is menu-based: the player selects an action from a list of options such as Attack, Magic, and Item. Battles are turn-based and continue until either side flees or is defeated. If the player's party wins, each character will gain not only experience but also money, which is known as Gil in the Final Fantasy universe; if it flees, it will be returned to the map screen; and if every character in the party dies, the game will be over and all unsaved progress will be lost. Final Fantasy was the first game to show the player's characters on the right side of the screen and the enemies on the left side of the screen, as opposed to a first-person view.

The player begins the game by choosing four characters to form a party and is locked into that choice for the duration of the game. Each character has a character class, with different attributes and abilities that are either innate or can be acquired. There are six classes: Fighter, Thief, Black Belt, Red Mage, White Mage, and Black Mage.

The game contains a variety of weapons, armor, and items that can be bought or found to make the characters more powerful in combat. Each character has eight inventory slots, with four to hold weapons and four to hold armor. Each character class has restrictions on what weapons and armor it may use. Some weapons and armor are magical; if used during combat, they will cast spells. At shops, the characters can buy items to help themselves recover while they are traveling. Items available include potions, which heal the characters or remove ailments like poison or petrification; Tents and Cabins, which can be used on the world map to heal the player and optionally save the game; and Houses, which also recover the party's magic after saving. Special items may be gained by doing quests.

Magic is a common ability in the game, and several character classes use it. Spells are divided into two groups: White, which is defensive and healing, and Black, which is debilitating and destructive. Magic can be bought from White and Black magic shops and assigned to characters whose occupation allows them to use it. Spells are classified by a level between one and eight, with four White and four Black spells per level. Each character may learn only three spells per level. White and Black Mages can potentially learn any of their respective spells, while Red Mages, the Ninja, and the Knight cannot use most high-level magic.



# Character Stats

<b><u>STR</u></b>	Strength measures a character's physical power. Higher strength ratings allow a hero to do more with each hit. Attackers rely primarily on their strength attributes. Masters have the most strength while Black Wizards have the least. Weapons can be equipped to supplement natural strength (see ATK), or a character can fight barehanded.
<b><u>ATK</u></b>	Called "Damage" in the NES version. Attack is a character's strength modified by whatever weapon they have equipped. Specifically, $ATK = \frac{1}{2}STR + \text{Weapon Attack modifier}$ , except for Monks and Masters who have an additional modifier if they are fighting barehanded, which increases as their level goes up. Eventually Monks/Masters will reach the point where they can do more damage without a weapon than with one.
<b><u>AGL</u></b>	Agility is the level of physical dexterity that character has. High agility pushes a character higher up in the attacking order and makes it easier for them to successfully escape a fight. Ninjas have the highest agility by far. Agility is affected by armor; heavy mail will lower agility considerably, while lighter armlets will not make a noticeable difference.
<b><u>ACC</u></b>	Called "Hit%" in the NES version. Accuracy determines how often an attack will successfully hit as well as the maximum number of hits per round that a character can get in. Whether or not a single blow connects is determined independently of others, so a character with a maximum of six hits might miss twice but still get in four blows. The chance of a hit connecting is determined by attacker's accuracy - target's evasion. Weapons affect accuracy, with some weapons improving it and others decreasing it. Generally heavy weapons such as Axes and Hammers will lower accuracy while lighter weapons such as Knives will raise it.

<b><u>INT</u></b>	Intelligence determines the power of spells (both White and Black). All mages and wizards have high intelligence, with the Black Mages and Wizards possessing exceptionally great quantities of Intelligence. Note that spells cast by using weapons and armor are affected by the user's intelligence in the same way that a cast spell is affected.
<b><u>DEF</u></b>	Called "Absorb" in the NES version. Defense reduces the amount of damage taken from non-magical attacks. All classes have a base defense of zero, so the stat is determined solely by what body armor, shields, headgear, and gloves are equipped.
<b><u>END</u></b>	Called "Vitality" in the NES version. Endurance also reduces the amount of damage taken from attacks. Endurance is similar to defense except that it is an inherent trait that goes up with each level and is not affected by equipment. It is necessary for the characters in the lead to have high endurance since they will be hit the most often. Warriors and Knights have the highest endurance while Black Mages and Wizards have the lowest endurance and will generally take two to three times as much damage from the same attack as other classes.
<b><u>EVA</u></b>	Called "Evade %" in the NES version. Evade reduces the chance of an enemy physical attack (magic cannot be dodged) successfully hitting the character. The actual probability of a hit connecting is determined by attacker's accuracy - target's evasion. All armor reduces evasion, with heavier equipment further reducing it. Note that the probability of a shield blocking an attack is completely independent of a character's evasion.
<b><u>LCK</u></b>	Luck is a miscellaneous attribute that works with other stats. One of the most important functions of luck is that it works with agility to determine if a character can successfully flee a battle. The Ninja has exceptionally high luck that will allow it to run from most fights. Often, a Thief is included in a party simply for his ability to escape.

# Command Menu

- **Attack**: Characters attack enemies with the weapon they have equipped. Characters without weapons will attack with their bare hands.
- **Magic**: Characters can use spells that have been purchased from a magic shop. Select a spell and a target (if applicable) for the spell.
- **Drink**: (*NES ONLY*) Use a potion. In all remakes, this command is combined with the *Item* Command.
- **Item**: Use magic equipment to cast a spell. In all remakes this is also how you use consumable items.
- **Run**: The character that chooses this command will attempt to run away. If he succeeds, the whole party will escape. If he fails they cannot attack during that round. In all remakes this is known as the *Flee* Command.
- **Equip**: (*REMAKES ONLY*) Take a turn to switch a currently equipped item with another in your inventory.

# Status Ailments



Sleep

**Effect:** Affected character falls asleep and can no longer act.

**Recovery:** Chance of recovery during each turn in battle or the end of the battle.



Darkness

**Effect:** Affected character's Accuracy is reduced.

**Recovery:** The spell **Blindna** or the end of the battle.



Mute

**Effect:** Affected character can no longer use magic.

**Recovery:** The spell **Vox** or the end of the battle.



**Paralysis**

**Effect:** Affected character can no longer act.

**Recovery:** Chance of recovery during each turn in battle, or the end of the battle.



**Poison**

**Effect:** Gradually reduces the affected character's HP until cured.

**Recovery:** The spell **Poisona** or an **Antidote**.



**Petrify**

**Effect:** Character is turned to stone and cannot act until cured.

**Recovery:** The spell **Stona** or a **Gold Needle**.



**KO**

**Effect:** Character is dead and cannot act until cured.

**Recovery:** The spells **Life** and **Full-life** or revival at a Sanctuary.

# Classes



**Fighter**

Fighters have the highest survivability against both magic and melee attacks. They have incredibly high defensive power as well as high HP. Strength is the highest statistic for the Fighter, with Vitality also being important. In addition to dealing significant damage to monsters, they work as excellent shields for the Mages by putting them at the head of the party. They also have high agility and evasion.

Hit Points:	◆◆◆◆
Magic:	◆
Strength:	◆◆◆◆
Agility:	◆◆◆◆
Intelligence:	◆
Endurance:	◆◆◆◆
Luck:	◆◆
Damage:	◆◆◆◆
Accuracy:	◆◆◆◆
Evasion:	◆◆◆◆

## Pros

- High HP, Defense, Strength and Agility stats.
- They can equip almost every weapon and armor in the game.
- Knights can take some of the burden of healing off of other characters.

## Cons

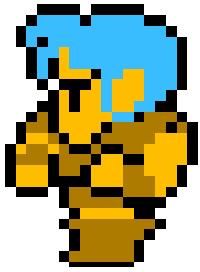
- Cumbersome armor will substantially reduce agility. Despite their unarmored Speed, they will often be the last to attack in battle when fully equipped.
- They can't use any magic until they upgrade, and then only weak white magic.
- Very expensive to keep fully equipped.



**Knight**

## Upgrade - Knight

- Knights can use low level (1-3) White Magic.
- They can also use a greater variety of weapons and armor.



Thief

Thieves have extremely high agility, which increases their hit and evade rates, allows them to strike first in combat, and makes it significantly easier to flee from battles. They make good secondary fighters, especially when teamed up with a Warrior. Due to limited endurance, its best to keep them from the front of the group. Also, it should be noted that despite the name, the Thief doesn't have a steal ability.

Hit Points:	◆◆◆
Magic:	◆◆
Strength:	◆◆◆
Agility:	◆◆◆ ◆◆
Intelligence:	◆◆
Endurance:	◆◆
Luck:	◆◆◆ ◆◆
Damage:	◆◆
Accuracy:	◆◆◆
Evasion:	◆◆◆ ◆

### Pros

- High Speed and Luck stats. This combination will allow them to easily flee from battles. For players who prefer not to flee, these stats are also beneficial as it allows them to strike first most of the time.
- Ninjas can use useful Black Magic spells that improve your fighting ability.

### Cons

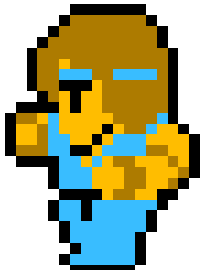
- With moderate HP and a poor selection in armor they can be killed quickly if gang up on.
- Low magic resistance.
- Thieves are not very useful in the early game.



Ninja

### Upgrade - Ninja

- Ninjas can use all low level (1-4) Black Magic.
- They can also equip more types of weapons and armor.



Monk

A strong class with low defense. By mid-game they will be able to do more damage unarmed than even a Warrior equipped with the best available weapon. They also use very equipment so they are very cheap to maintain. While their defense is low, they actually earn a defense bonus by not wearing any armor at all. Even still, it is not recommended that you put them at the front of the party.

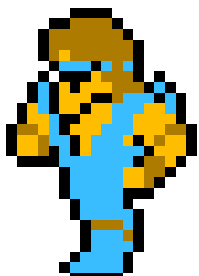
Hit Points:	◆◆◆◆
Magic:	-
Strength:	◆◆
Agility:	◆◆
Intelligence:	◆◆
Endurance:	◆◆◆◆
Luck:	◆◆◆◆
Damage:	◆◆◆◆
Accuracy:	◆◆◆◆
Evasion:	◆◆

### Pros

- High Damage stat, high numbers of attacks per turn, and high HP, allowing them to do more damage than a Warrior.
- Very cheap to keep fully equipped since they won't need weapons and or much equipment later on.

### Cons

- Lower evasion and magic resistance.
- They sometimes do little damage to monsters and/or bosses that have a high absorb and/or defense stat.
- HP is low in early levels.
- No magic at all.

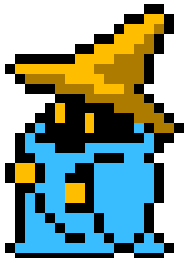


Master

### Upgrade - Master

- Absolutely nothing.
- Masters gain less magic defense per level as opposed to their non-upgraded class.





**Black Mage**

Black Mages are wielders of the destructive Black Magic and use the elements of the world, poison, and mental attacks to destroy their foes. They are great to have because of their spells but, like the White Mage, they have very low offense, defense, and life (lower, actually). When used properly, Black Magic can do more harm than any of the fighters, especially to large groups.

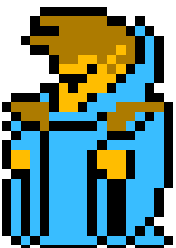
Hit Points:	◆
Magic:	◆◆◆ ◆◆
Strength:	◆
Agility:	◆◆◆
Intelligence:	◆◆◆ ◆◆
Endurance:	◆
Luck:	◆◆
Damage:	◆
Accuracy:	◆
Evasion:	◆◆◆

### Pros

- They can use level 1-8 Black Magic.
- Many spells can target multiple monsters at once.
- Most of their equipment is very inexpensive.
- Despite their low defense, their fairly high evasion makes them quite hard to hit.
- Very high magic power.

### Cons

- They have a limited amount of weapons and armor that they can use.
- They have the lowest HP and Strength of all the classes. Though their magic resistance is higher than a Thief or a Monk.
- Offensive spells have wide variability in damage.



**Black Wizard**

### Upgrade - Black Wizard

- Black Wizards can use all Black Magic.
- Black Wizards can equip a few weapons with decent power.



White Mage

The White Mage is a sorcerer devoted to the restorative power of White Magic. They are capable of casting many powerful spells that can restore allies to combat readiness even after sustaining grave wounds. The White Mage is also able to cast a limited number of offensive spells, mainly targeting the unholy creatures that are classified as undead.

Hit Points:	♦♦
Magic:	♦♦♦♦ ♦♦
Strength:	♦♦
Agility:	♦
Intelligence:	♦♦♦♦ ♦
Endurance:	♦♦
Luck:	♦
Damage:	♦
Accuracy:	♦
Evasion:	♦

### Pros

- They can use level 1-8 White Magic.
- They can use magic that enhances the stats of the rest of the party.
- They are cheap to maintain in terms of equipment.
- Can revive a dead team member to full health.

### Cons

- They have low Defense and Strength stats.
- Except for Holy, their attack spells only work against the undead.
- They have the lowest evasion and speed of all the classes, causing them to be easy targets.
- They have the most limited choice of usable equipment.



White Wizard

### Upgrade - White Wizard

- White Wizards can use all White Magic.
- White Wizards can equip a few weapons with decent power.



## Red Mage

A Red Mage is a versatile sorcerer who is able to cast both Black and White spells. They are also relatively versatile when it comes to equipment and can use many swords as well as a number of protective devices usually forbidden to mages. A jack of all trades, but a master of none, they are not as physically strong as a Fighter, nor are they as powerful with magic as the other mage classes.

Hit Points:	◆◆◆
Magic:	◆◆◆ ◆
Strength:	◆◆◆ ◆
Agility:	◆◆◆
Intelligence:	◆◆◆
Endurance:	◆◆
Luck:	◆◆
Damage:	◆◆
Accuracy:	◆◆◆
Evasion:	◆◆◆

### Pros

- They can use level 1-7 White and Black Magic.
- They can equip many of the same weapons and armor as a Warrior until late in the game.
- Significantly better defense than either of the two other mages.

### Cons

- A few of the best spells of both categories are denied to them.
- They get less HP in comparison to many other classes, and less MP than other mages.
- They can be more expensive than any other class to maintain since you have to buy both spells and equipment.



## Red Wizard

### Upgrade - Red Wizard

- Red Wizards can use up to level 7 magic (with some restrictions).
- Most level 1-5 magic that was restricted can now be used.
- More weapons and armor become available to them.




# Experience Chart

<u>LVL</u>	<u>EXP</u>	<u>LVL</u>	<u>EXP</u>	<u>LVL</u>	<u>EXP</u>	<u>LVL</u>	<u>EXP</u>	<u>LVL</u>	<u>EXP</u>
<b>1</b>	<i>0</i>	<b>11</b>	<i>15016</i>	<b>21</b>	<i>111932</i>	<b>31</b>	<i>366450</i>	<b>41</b>	<i>694445</i>
<b>2</b>	<i>40</i>	<b>12</b>	<i>19735</i>	<b>22</b>	<i>129131</i>	<b>32</b>	<i>399250</i>	<b>42</b>	<i>727245</i>
<b>3</b>	<i>196</i>	<b>13</b>	<i>25351</i>	<b>23</b>	<i>148008</i>	<b>33</b>	<i>432049</i>	<b>43</b>	<i>760044</i>
<b>4</b>	<i>547</i>	<b>14</b>	<i>31942</i>	<b>24</b>	<i>168639</i>	<b>34</b>	<i>464849</i>	<b>44</b>	<i>792844</i>
<b>5</b>	<i>1171</i>	<b>15</b>	<i>39586</i>	<b>25</b>	<i>191103</i>	<b>35</b>	<i>497648</i>	<b>45</b>	<i>825643</i>
<b>6</b>	<i>2146</i>	<b>16</b>	<i>48361</i>	<b>26</b>	<i>215479</i>	<b>36</b>	<i>530448</i>	<b>46</b>	<i>858443</i>
<b>7</b>	<i>3550</i>	<b>17</b>	<i>58345</i>	<b>27</b>	<i>241843</i>	<b>37</b>	<i>563247</i>	<b>47</b>	<i>891242</i>
<b>8</b>	<i>5461</i>	<b>18</b>	<i>69617</i>	<b>28</b>	<i>270275</i>	<b>38</b>	<i>596047</i>	<b>48</b>	<i>924042</i>
<b>9</b>	<i>7957</i>	<b>19</b>	<i>82253</i>	<b>29</b>	<i>300851</i>	<b>39</b>	<i>628846</i>	<b>49</b>	<i>956841</i>
<b>10</b>	<i>11116</i>	<b>20</b>	<i>96332</i>	<b>30</b>	<i>333651</i>	<b>40</b>	<i>661646</i>	<b>50</b>	<i>989641</i>



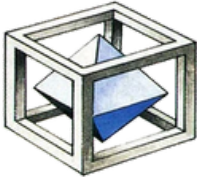

# Consumable Items

<b>Heal Potion</b>	<b>Restores 16-32 HP.</b>	
<b>Pure Potion</b>	<b>Cures Poison.</b>	
<b>Soft Needle</b>	<b>Cures Petrification.</b>	
<b>Tent</b>	<b>Restores 30 HP to party and allows you to Save. Only used outdoors.</b>	
<b>Cabin</b>	<b>Restores 60 HP to party and allows you to Save. Only used outdoors.</b>	
<b>House</b>	<b>Restores 120 HP and all MP to party and allows you to Save. Only used outdoors.</b>	

# Key Items

<b>Lute</b>	<b>A gift from Princess Sarah. Opens the seal in the Temple of Chaos.</b>	
<b>Crown</b>	<b>An item found in the Marsh Cave. Part of the Elfheim questline.</b>	
<b>Crystal</b>	<b>Belongs to the witch Matoya. Stolen by Astos.</b>	
<b>Herb</b>	<b>A potion made by the witch Matoya. Used to waken the Elf Prince.</b>	
<b>Mystic Key</b>	<b>A gift from the Elf Prince. Opens locked doors around Cornelia, Elfheim, and Mt. Duergar.</b>	
<b>TNT</b>	<b>The dwarves can use this to create a canal, opening the way for your ship.</b>	

<b>Ruby</b>	<b>Dropped by the Vampire. Give to the Titan to pass through his cave.</b>	
<b>Rod</b>	<b>A gift from the Sarda the Sage. Opens the passage leading deeper into the Earth Cave.</b>	
<b>Floater</b>	<b>Used to summon forth the Airship from below the sands of the Ryukahn Desert.</b>	
<b>Tail</b>	<b>A reward for completing the Castle of Ordeals. Show to Bahamut to obtain Class Upgrades.</b>	
<b>Bottle</b>	<b>Contains a Fairy from Gaia. Purchased from the Desert Caravan.</b>	
<b>Oxyale</b>	<b>Awarded by the Fairy for freeing her. Allows the party to breathe underwater.</b>	

<b>Slab</b>	Found in the Sunken Shrine. Dr. Unne can use it to teach you the Lefian Language.	
<b>Chime</b>	A gift from the Lefians. Used to gain entrance to the Mirage Tower.	
<b>Cube</b>	Found in the Waterfall Cave. Used to teleport to the Sky Castle from the top of the Mirage Tower.	
<b>Adamant</b>	A powerful metal found in the Sky Castle. Can be used by a dwarven blacksmith to create Excalibur.	

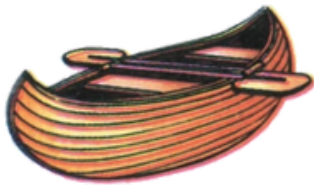


# Transportation



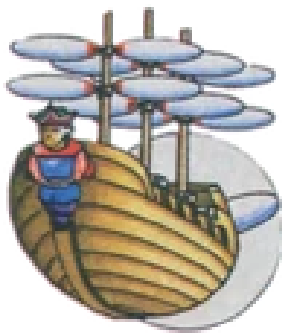
**Ship**

Once you defeat Bikke the pirate in Pravoka, he will surrender his ship to you. The ship can only sail in deep water, so it cannot enter rivers. You can only get on or get off of the ship at docks or river mouths (once you have the canoe). You will be attacked by various ocean enemies such as Sharks and Sahagins while sailing. There are only docks on the southern continent.



**Canoe**

Once the Lich is defeated one of the sages at Crescent Lake will give you a canoe. The canoe can only travel on rivers or lakes. You can switch directly from the ship to the canoe onto a river by docking the ship at the river's mouth. While on a river you will be attacked by some of the strongest enemies in the game such as crocodiles, piranhas, ochus and hydras.




**Airship**


To get the airship you have to take the Levystone from the Ice Cavern to the Lykion Desert. The airship can fly anywhere but it can only land on open plains. The airship is the only way to get to the northern continents, but since the airship cannot land in forests or deserts you will still be limited to where you can land. You will not encounter any enemies while flying.


# Weapons


## Fists


Hands 	Atk: -	Acc: -	Crit: -
Default weapon when character's hands are empty.			


## Daggers


Small Knife 	Atk: 5	Acc: 10	Crit: 2
A starting weapon often used by Black Mages.			





Large Knife 	Atk: 7	Acc: 10	Crit: 10
An upgrade to the small knife, sold in Elfheim.			



Silver Knife 	Atk: 10	Acc: 15	Crit: 16
A knife wrought from mythril.			




Cat Claw 	Atk: 22	Acc: 35	Crit: 35
A weapon with razor-sharp blades, bought in Gaia.			



# Swords

Rapier 	Atk: 9	Acc: 5	Crit: 4	
A starting sword sold in Cornelia.				



Sabre 	Atk: 13	Acc: 5	Crit: 12	
A long sword made for piercing.				



Short Sword 	Atk: 15	Acc: 10	Crit: 6	
Sword with a wide, double-edged blade.				


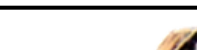
Were Sword 	Atk: 18	Acc: 15	Crit: 26	
A sword effective against werebeasts.				



Rune Sword 	Atk: 18	Acc: 15	Crit: 27	
A sword effective against spellcasters.				



Dragon Sword 	Atk: 19	Acc: 15	Crit: 22	
A sword effective against dragons.				


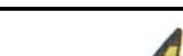
<b>Coral Sword</b> 	<b>Atk: 19</b>	<b>Acc: 15</b>	<b>Crit: 25</b>	
<b>A sword effective against aquatic foes.</b>				


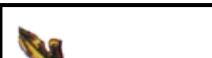
<b>Long Sword</b> 	<b>Atk: 20</b>	<b>Acc: 10</b>	<b>Crit: 13</b>	
<b>A large, double-edged sword.</b>				



<b>Giant Sword</b> 	<b>Atk: 21</b>	<b>Acc: 20</b>	<b>Crit: 23</b>	
<b>A sword effective against giants.</b>				


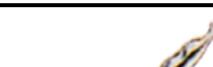
<b>Bane Sword</b> 	<b>Atk: 22</b>	<b>Acc: 20</b>	<b>Crit: 37</b>	
A saber that casts <b>Bane</b> when used.				



<b>Silver Sword</b> 	<b>Atk: 23</b>	<b>Acc: 15</b>	<b>Crit: 17</b>	
<b>A sword wrought from mythril.</b>				



<b>Vorpall Sword</b> 	<b>Atk: 24</b>	<b>Acc: 25</b>	<b>Crit: 34</b>	
<b>A very sharp crescent blade found in the Mirage Tower.</b>				

<b>Flame Sword</b> 	<b>Atk: 26</b>	<b>Acc: 20</b>	<b>Crit: 20</b>	
<b>A sword that dances with flame.</b>				



<b>Ice Brand</b> 	<b>Atk: 29</b>	<b>Acc: 25</b>	<b>Crit: 21</b>	
<b>A sword gripped by winter's chill.</b>				



Defense Sword 	Atk: 30	Acc: 35	Crit: 32	
A sword that casts <b>Ruse</b> when used.				



Sun Blade 	Atk: 32	Acc: 30	Crit: 24	
A sword effective against undead.				



<b>Excalibur</b> 	<b>Atk: 45</b>	<b>Acc: 35</b>	<b>Crit: 39</b>	
<b>Sword crafted from the legendary metal Adamantite.</b>				

## Katanas



<b>Scimitar</b> 	<b>Atk: 10</b>	<b>Acc: 10</b>	<b>Crit: 8</b>	
<b>A sword with a curved blade.</b>				



<b>Falchion</b> 	<b>Atk: 15</b>	<b>Acc: 10</b>	<b>Crit: 15</b>	
<b>A sword that widens toward its tip.</b>				

<b>Katana</b> 	<b>Atk: 33</b>	<b>Acc: 35</b>	<b>Crit: 38</b>	
<b>A small katana that can only be used by the Ninja class.</b>				



Masamune 	Atk: 15	Acc: 10	Crit: 15	
A legendary katana without peer, usable by any class.				



## Nunchaku



Wooden Nunchaku 	Atk: 12	Acc: 0	Crit: 1	
A basic set of nunchaku for Monks.				



<div>Iron Nunchaku</div> <div></div>	Atk: 16	Acc: 0	Crit: 9	
Upgraded nunchaku bought in Elfheim.				

## Axes



<b>Hand Axe</b> 	<b>Atk: 16</b>	<b>Acc: 5</b>	<b>Crit: 7</b>	
<b>A basic axe made for battle.</b>				



<b>Great Axe</b> 	<b>Atk: 22</b>	<b>Acc: 5</b>	<b>Crit: 14</b>	
A large axe found in the Giant's Cave.				



<b>Silver Axe</b> 	<b>Atk: 25</b>	<b>Acc: 10</b>	<b>Crit: 19</b>	
<b>An axe wrought from mythril.</b>				

<b>Light Axe</b> 	<b>Atk: 28</b>	<b>Acc: 15</b>	<b>Crit: 29</b>	
An axe that is strong against undead. Casts <b>Harm2</b> when used.				



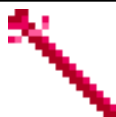
## Hammers

<b>Iron Hammer</b> 	<b>Atk: 9</b>	<b>Acc: 0</b>	<b>Crit: 5</b>	
<b>A hammer made for White Mages.</b>				

Silver Hammer 	Atk: 12	Acc: 5	Crit: 18	
A hammer wrought from mythril.				

Thor's Hammer 	Atk: 18	Acc: 15	Crit: 36	
Hammer that casts <b>Lightning2</b> when used.				




# Staves


Wooden Staff		Atk: 6	Acc: 0	Crit: 3	
A beginner's staff for mages.					
Power Staff		Atk: 12	Acc: 0	Crit: 28	
A staff with good attack power.					
Iron Staff		Atk: 14	Acc: 0	Crit: 11	
A staff topped with an iron ring.					
Healing Staff		Atk: 6	Acc: 0	Crit: 30	
A staff that casts <b>Heal</b> when used.					
Mage's Staff		Atk: 12	Acc: 10	Crit: 31	
A staff that casts <b>Fire2</b> when used.					
Wizard's Staff		Atk: 15	Acc: 15	Crit: 33	
A staff that casts <b>Confuse</b> when used.					





# Armor

## Shields


Wooden Shield	Def: 2	Eva: 0	Wgt: 0	
A shield made with hardened leather.				
Buckler	Def: 2	Eva: 0	Wgt: 0	
A small shield usable by Red Mages.				
Iron Shield	Def: 4	Eva: 0	Wgt: 0	
A shield of metal made for Warriors.				
Silver Shield	Def: 8	Eva: 0	Wgt: 0	
A shield crafted from mythril.				
Flame Shield	Def: 12	Eva: 0	Wgt: 0	
A shield that provides protection against fire.				
Ice Shield	Def: 12	Eva: 0	Wgt: 0	
A shield that provides protection against ice.				


<b>Opal Shield</b>	<b>Def: 16</b>	<b>Eva: 0</b>	<b>Wgt: 0</b>	
<b>A shield that provides protection against lightning.</b>				


<b>Aegis Shield</b>	<b>Def: 16</b>	<b>Eva: 0</b>	<b>Wgt: 0</b>	
<b>A shield that provides protection against petrification.</b>				


<b>Protect Cloak</b>	<b>Def: 8</b>	<b>Eva: -2</b>	<b>Wgt: 2</b>	
<b>A cloak worn over the armor, acting as a shield for mages.</b>				


## Helmets


<b>Leather Cap</b>	<b>Def: 1</b>	<b>Eva: -1</b>	<b>Wgt: 1</b>	
<b>An early piece of equipment usable by all classes.</b>				


<b>Ribbon</b>	<b>Def: 1</b>	<b>Eva: -1</b>	<b>Wgt: 1</b>	
<b>Provides protection against all elements and ailments.</b>				

Wooden Helm	Def: 3	Eva: -3	Wgt: 3	
A basic helmet for Warriors.				


<b>Iron Helm</b>	<b>Def: 5</b>	<b>Eva: -5</b>	<b>Wgt: 5</b>	
<b>A large helmet that covers the entire head.</b>				


<b>Silver Helm</b>	<b>Def: 6</b>	<b>Eva: -3</b>	<b>Wgt: 3</b>	
A helm crafted from mythril.				


Healing Helm	Def: 6	Eva: -3	Wgt: 3	
A helm that cast Heal when used.				


<b>Opal Helm</b>	<b>Def: 8</b>	<b>Eva: -3</b>	<b>Wgt: 3</b>	
A helmet made of opal, used by Knights.				


## Body Armor


Clothes	Def: 1	Eva: -2	Wgt: 2	
Ordinary clothing.				


<b>White Robe</b>	<b>Def: 24</b>	<b>Eva: -2</b>	<b>Wgt: 2</b>	
<b>A robe for White Wizards. Casts Invis2 when used.</b>				


<b>Black Robe</b>	<b>Def: 24</b>	<b>Eva: -2</b>	<b>Wgt: 2</b>	
<b>A robe for Black Wizards. Casts Ice2 when used.</b>				


<b>Leather Armor</b>	<b>Def: 4</b>	<b>Eva: -8</b>	<b>Wgt: 8</b>	
<b>Basic armor made of hardened leather.</b>				


Chain Mail	Def: 15	Eva: -15	Wgt: 15	
Mail of interwoven chain links.				


Silver Armor	Def: 18	Eva: -8	Wgt: 8	
Mail crafted from mythril.				


Iron Armor	Def: 24	Eva: -23	Wgt: 23	
Armor made of thinly hammered iron.				

<b>Steel Armor</b>	<b>Def: 34</b>	<b>Eva: -33</b>	<b>Wgt: 33</b>	
<b>Armor crafted from steel plate for Warriors.</b>				


<b>Flame Mail</b>	<b>Def: 34</b>	<b>Eva: -10</b>	<b>Wgt: 10</b>	
<b>Mail infused with fire, providing resistance to ice.</b>				


Ice Armor	Def: 34	Eva: -10	Wgt: 10	
Mail infused with ice, providing resistance to fire.				


<b>Opal Armor</b>	<b>Def: 42</b>	<b>Eva: -10</b>	<b>Wgt: 10</b>	
<b>Armor crafted from opal, providing resistance to lightning.</b>				


<b>Dragon Mail</b>	<b>Def: 42</b>	<b>Eva: -10</b>	<b>Wgt: 10</b>	
<b>Armor that provides resistance to fire, ice, and lightning.</b>				

## Armlets


Copper Armlet	Def: 4	Eva: -1	Wgt: 1	
An armlet crafted from copper.				


<b>Silver Armlet</b>	<b>Def: 15</b>	<b>Eva: -1</b>	<b>Wgt: 1</b>	
An armlet of worked silver.				


Gold Armlet	Def: 24	Eva: -1	Wgt: 1	
An armlet ornamented with rubies.				


<b>Opal Armlet</b>	<b>Def: 34</b>	<b>Eva: -1</b>	<b>Wgt: 1</b>	
<b>An armlet adorned with diamonds.</b>				


## Gloves


<b>Leather Gloves</b>	<b>Def: 1</b>	<b>Eva: -1</b>	<b>Wgt: 1</b>	
<b>A beginning set of gloves.</b>				


Copper Gloves	Def: 2	Eva: -3	Wgt: 3	
Copper gloves used by a Warrior.				


Iron Gloves	Def: 4	Eva: -5	Wgt: 5	
Iron gloves used by a Warrior.				

<b>Silver Gloves</b>	<b>Def: 6</b>	<b>Eva: -3</b>	<b>Wgt: 3</b>	
<b>Gloves crafted from mythril.</b>				

Zeus Gloves	Def: 6	Eva: -3	Wgt: 3	
Gloves that casts Lightning2 when used.				





<b>Power Gloves</b>	<b>Def: 6</b>	<b>Eva: -3</b>	<b>Wgt: 3</b>	
Gloves that casts <b>Saber</b> when used.				

<b>Opal Gloves</b>	<b>Def: 8</b>	<b>Eva: -3</b>	<b>Wgt: 3</b>	
<b>Gloves made from opal for a Knight.</b>				

Protect Ring	Def: 8	Eva: -1	Wgt: 1	
Ring that guards against instant death.				



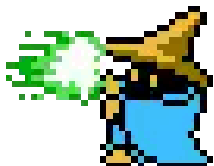

# Black Magic

## Level 1





<b>FIRE</b>	Deals fire damage to one foe. POWER: 10	
<b>LIT</b>	Deals lightning damage to one foe. POWER: 10	
<b>LOCK</b>	Lowers one foe's evasion. POWER: 20	
<b>SLEEP</b>	Puts all foes to sleep. POWER: 0	



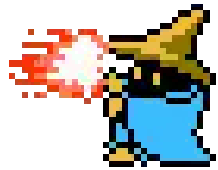
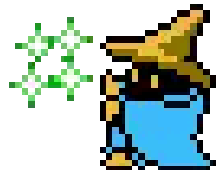


## Level 2

<b>DARK</b>	<b>Blinds all foes with darkness. POWER: 0</b>	
<b>ICE</b>	<b>Deals ice damage to one foe. POWER: 20</b>	
<b>SLOW</b>	<b>Reduces all foes' number of attacks. POWER: 0</b>	
<b>TEMPER</b>	<b>Raises one ally's attack. POWER: 14</b>	




## Level 3

<b>FIRE2</b>	<b>Deals fire damage to all foes. POWER: 30</b>	
<b>HOLD</b>	<b>Paralyzes one foe. POWER: 0</b>	
<b>LIT2</b>	<b>Deals lightning damage to all foes. POWER: 30</b>	
<b>LOCK2</b>	<b>Lowers evasion of all foes. POWER: 20</b>	


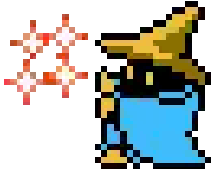


## Level 4

<b>CONFUSE</b>	Causes foes to turn on each other. POWER: 0	
<b>FAST</b>	Doubles one ally's number of attacks. POWER: 0	
<b>ICE2</b>	Deals ice damage to all foes. POWER: 40	
<b>SLEEP2</b>	Puts one foe to sleep. POWER: 0	

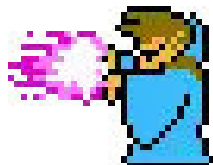
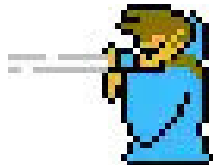

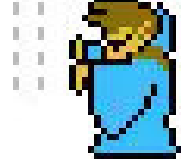
## Level 5

<b>BANE</b>	Might instantly kills all foes. POWER: 0	
<b>FIRE3</b>	Deals fire damage to all foes. POWER: 50	
<b>SLOW2</b>	Reduces one foe's number of attacks. POWER: 40	
<b>WARP</b>	Transports party to previous floor. POWER: 0	----

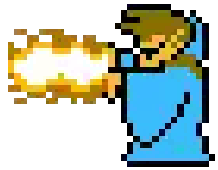
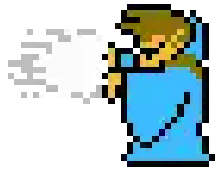
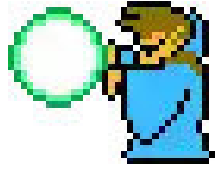
## Level 6

<b>LIT3</b>	Deals lightning damage to all foes. POWER: 60	
<b>QUAKE</b>	Calls an earthquake to swallow foes. POWER: 0	
<b>RUB</b>	Instantly kills one foe. POWER: 0	
<b>STUN</b>	Paralyzes one foe. POWER: 0	

## Level 7


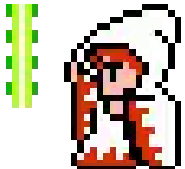


<b>BLIND</b>	Blinds one foe with darkness. POWER: 0	
<b>BREAK</b>	Petrifies one foe. POWER: 0	
<b>ICE3</b>	Deals ice damage to all foes. POWER: 70	
<b>SABER</b>	Raises caster's attack and accuracy. POWER: 16	

## Level 8

<b>NUKE</b>	<b>Blasts all foes with light and heat. POWER: 100</b>	
<b>STOP</b>	<b>Stops time and paralyzes all foes. POWER: 0</b>	
<b>XXXX</b>	<b>Instantly kills one foe. POWER: 0</b>	
<b>ZAP!</b>	<b>Banishes foes to another dimension. POWER: 0</b>	

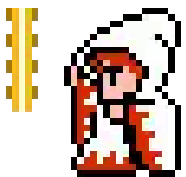
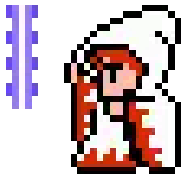
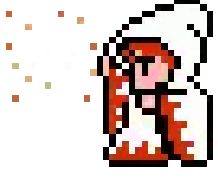

# White Magic

## Level 1





<b>CURE</b>	Restores a little HP to one ally. POWER: 16	
<b>FOG</b>	Raises one ally's defense. POWER: 8	
<b>HARM</b>	Deals damage to all undead foes. POWER: 20	
<b>RUSE</b>	Raises caster's evasion. POWER: 80	







## Level 2

<b>ALIT</b>	Reduces lightning damage by half. POWER: 0	
<b>INVIS</b>	Raises one ally's evasion. POWER: 40	
<b>LAMP</b>	Cures darkness. POWER: 0	
<b>MUTE</b>	Prevents all foes from casting spells. POWER: 0	




## Level 3

<b>AFIRE</b>	Reduces fire damage by half. POWER: 0	
<b>CURE2</b>	Restores HP to one ally. POWER: 33	
<b>HEAL</b>	Restores a little HP to entire party. POWER: 12	
<b>HARM2</b>	Deals damage to all undead foes. POWER: 40	





## Level 4

<b>AICE</b>	Reduces ice damage by half. POWER: 0	
<b>AMUTE</b>	Cures silence. POWER: 33	
<b>FEAR</b>	Drives all foes away in terror. POWER: 40	
<b>PURE</b>	Cures poison. POWER: 0	

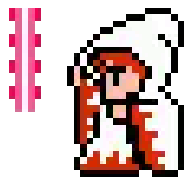



## Level 5

<b>CURE3</b>	Restores a lot of HP to one ally. POWER: 66	
<b>HEAL2</b>	Restores HP to entire party. POWER: 24	
<b>HARM3</b>	Deals damage to all undead foes. POWER: 60	
<b>LIFE</b>	Revives one KO'd ally. POWER: 0	---




## Level 6

<b>EXIT</b>	Transports party out of dungeons. POWER: 0	---
<b>FOG2</b>	Raises party's defense. POWER: 12	 
<b>INVIS2</b>	Raises party's evasion. POWER: 40	 
<b>SOFT</b>	Cures stone. POWER: 0	---

## Level 7

<b>ARUB</b>	Enhances party's defense against death. POWER: 0	
<b>CURE4</b>	Fully restores one ally's HP. POWER: 0	
<b>HEAL3</b>	Restores a moderate amount of HP to the party. POWER: 48	
<b>HARM4</b>	Deals damage to all undead foes. POWER: 80	

## Level 8

<b>FADE</b>	Damages all foes with holy light. POWER: 80	
<b>LIFE2</b>	Revives one ally and fully restores HP. POWER: 0	---
<b>WALL</b>	Reduces damage from spells by half. POWER: 0	
<b>XFER</b>	Negates one foe's magical defenses. POWER: 0	

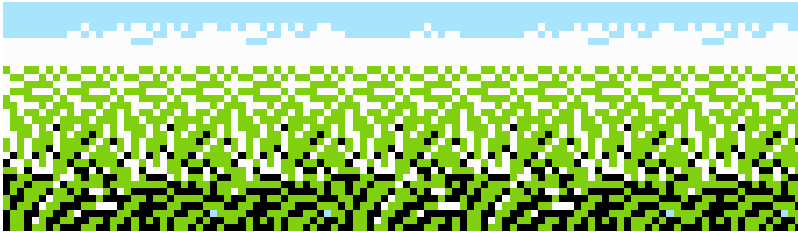
# The World



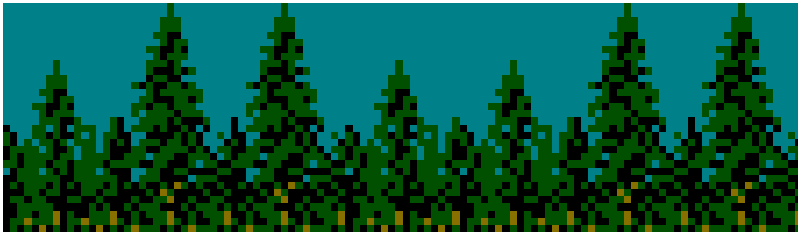




# Battlefields



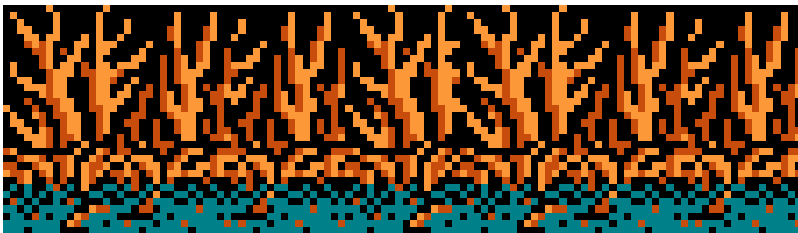
**Plains**



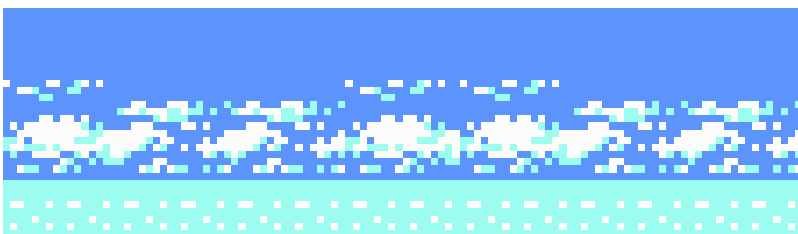
**Forest**



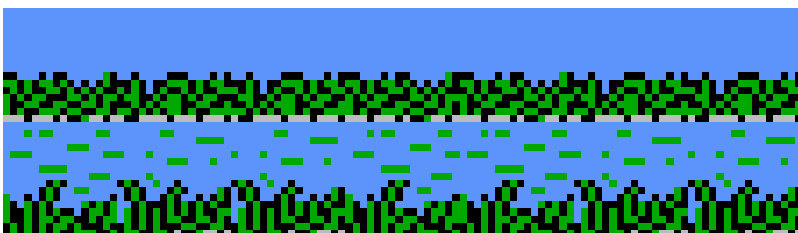
**Desert**



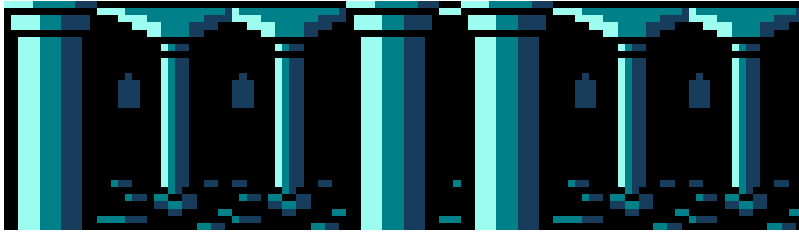
**Swamp**



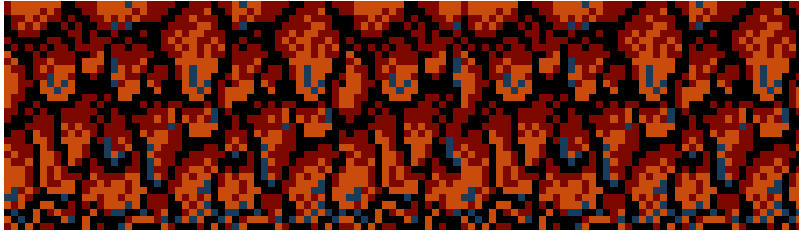
**Sea**



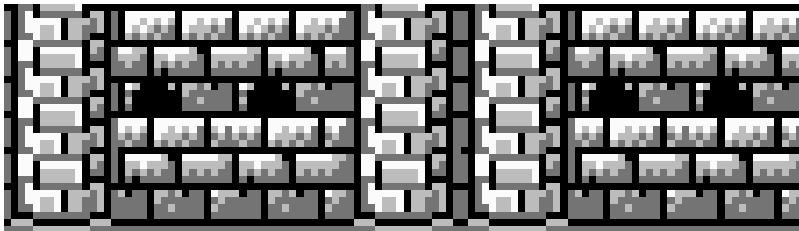
**River**



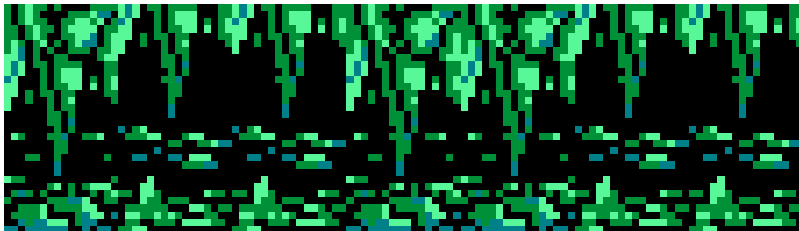
**Temple**



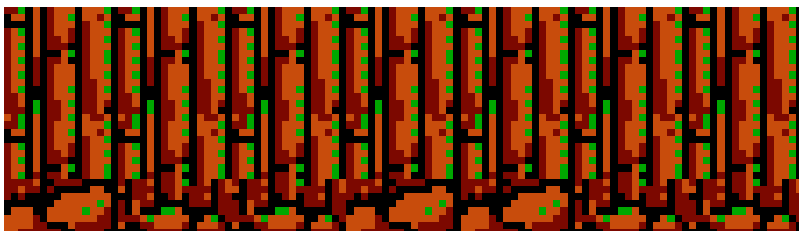
**Marsh Cave**



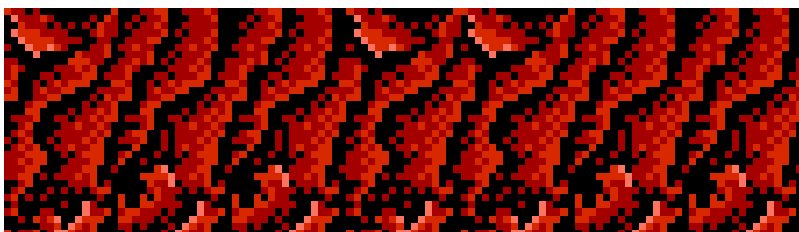
**Castle**



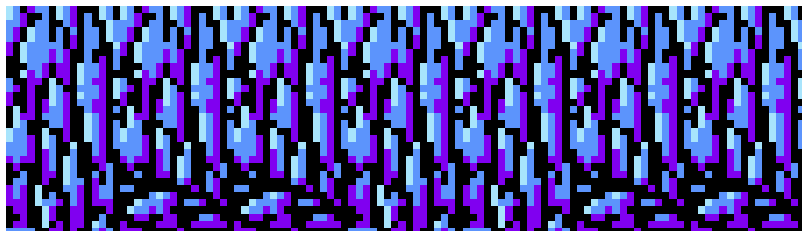
**Titan's Cave**



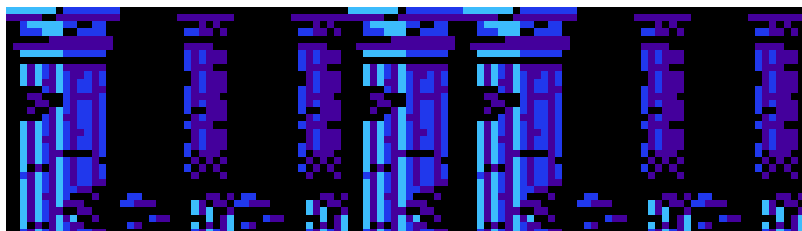
**Earth Cave**



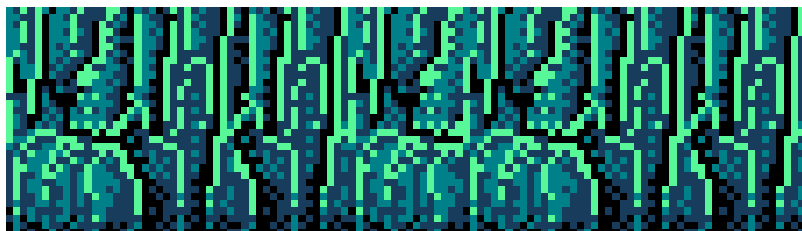
**Volcano**



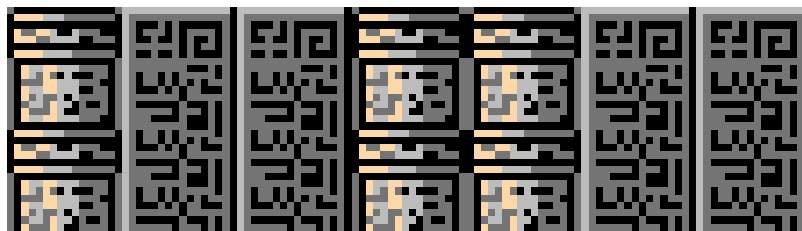
**Ice Cave**



**Sea Shrine**



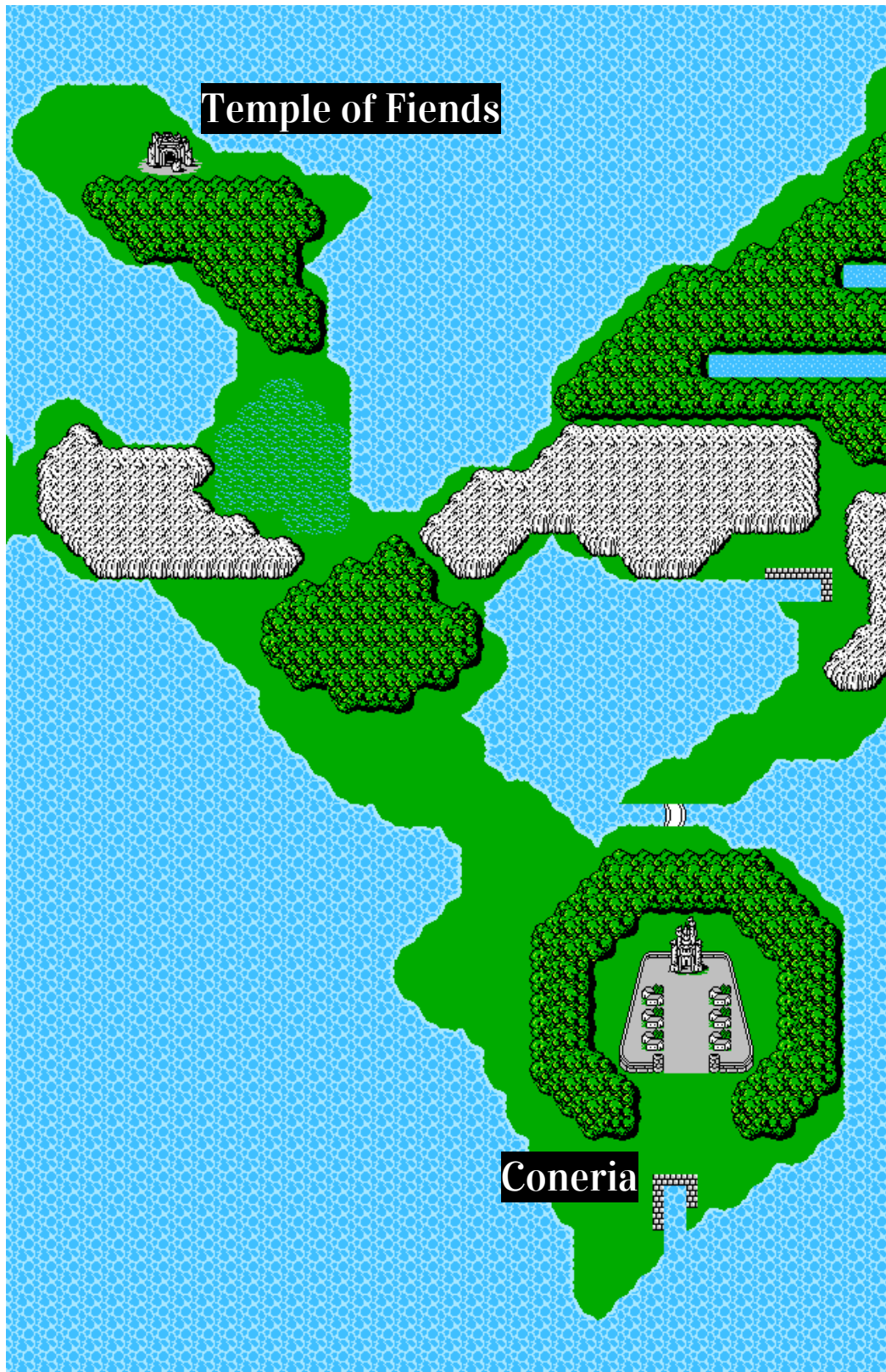
**Waterfall**



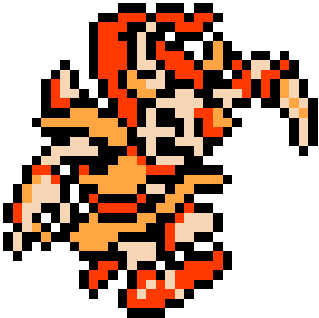
**Sky Castle**




# Kingdom of Coneria




# Imp

	<b>HP: 8</b>	<b>GP: 6</b>	<b>EXP: 6</b>
	<b>1HIT: 4-8</b>	<b>ABSORB: 4</b>	<b>EVADE: 3%</b>
	<b>A common enemy around Coneria.</b>		

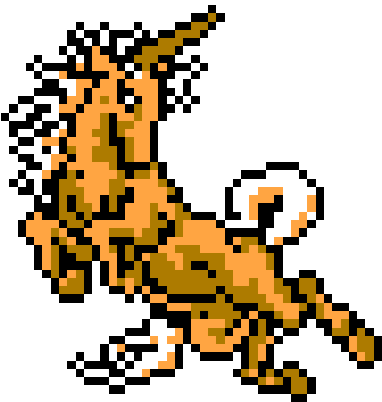
# Grey Imp

<b>HP: 16</b>	<b>GP: 18</b>	<b>EXP: 18</b>	
<b>1HIT: 8-16</b>	<b>ABSORB: 6</b>	<b>EVADE: 5%</b>	
<b>Usually found leading a group of Imps.</b>			

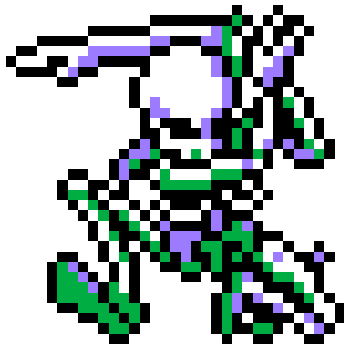
# Wolf

	<b>HP: 20</b>	<b>GP: 6</b>	<b>EXP: 24</b>
	<b>1HIT: 8-16</b>	<b>ABSORB: 0</b>	<b>EVADE: 18%</b>
	<b>Evasive foes that attack in packs, resulting in long fights.</b>		

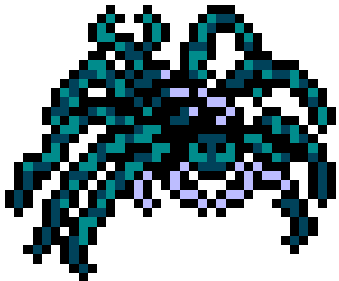
# Mad Pony

	HP: 64	GP: 15	EXP: 63
	2HIT: 10-20	ABSORB: 2	EVADE: 11%
	Dangerous foes in the early game who make multiple hits. May appear in groups of four.		

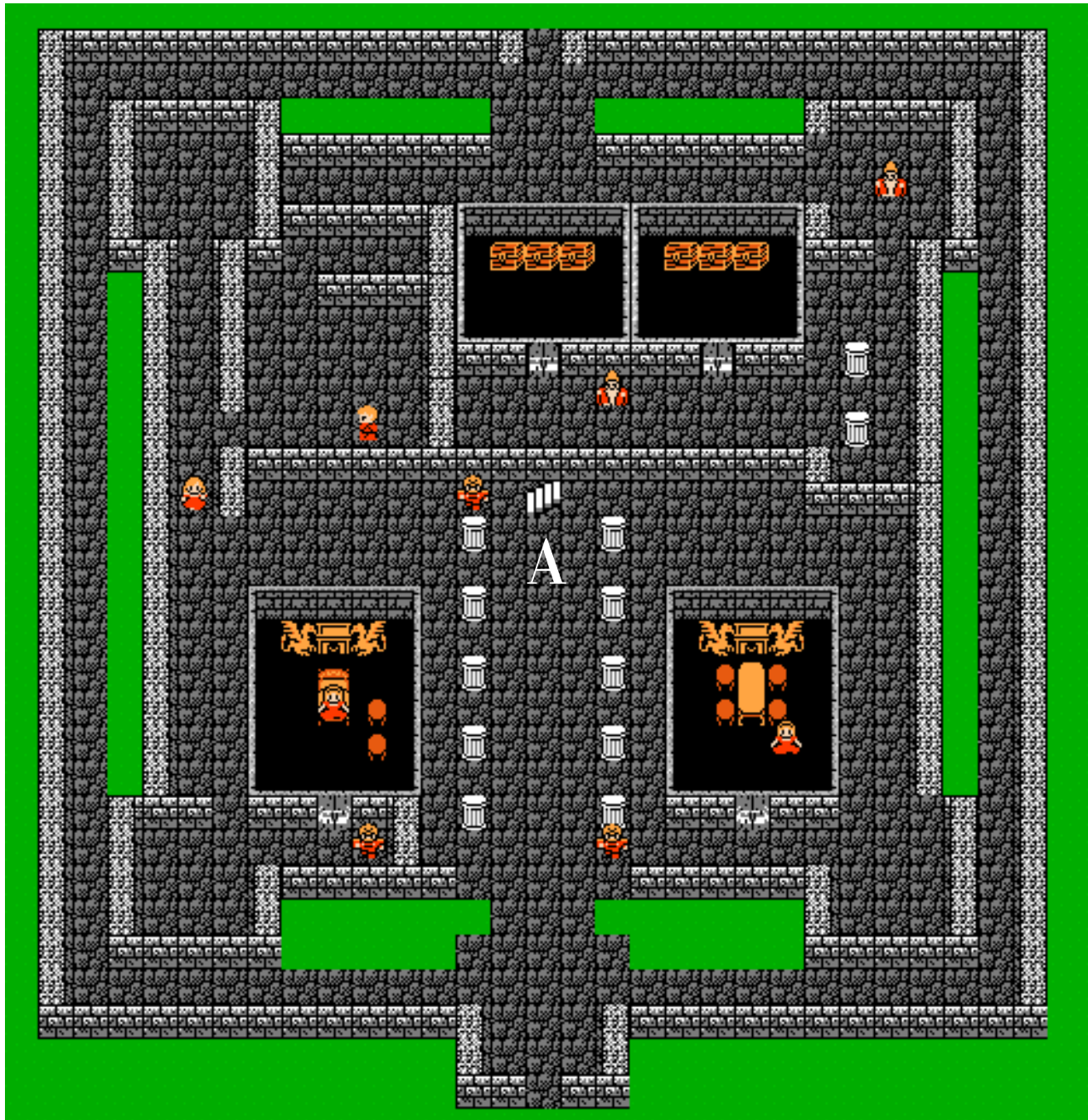
# Bone

HP: 10	GP: 3	EXP: 9	
1HIT: 10-20	ABSORB: 0	EVADE: 6%	
Skeletons who hit hard, but die easy. Offer very little reward when defeated.			

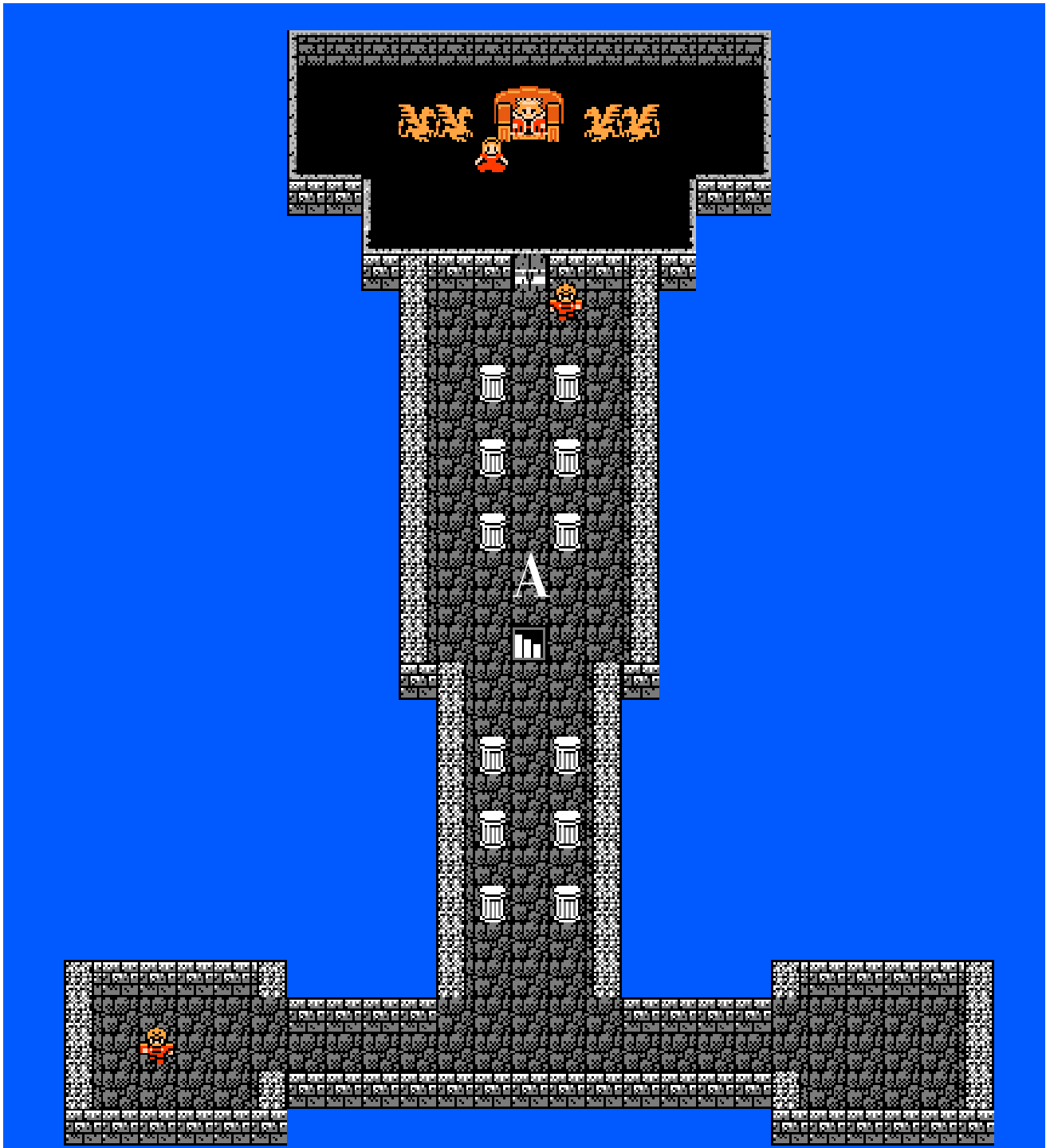
# Spider

	HP: 28	GP: 8	EXP: 30
	1HIT: 10-20	ABSORB: 0	EVADE: 15%
	A somewhat uncommon enemy. Not poisonous.		

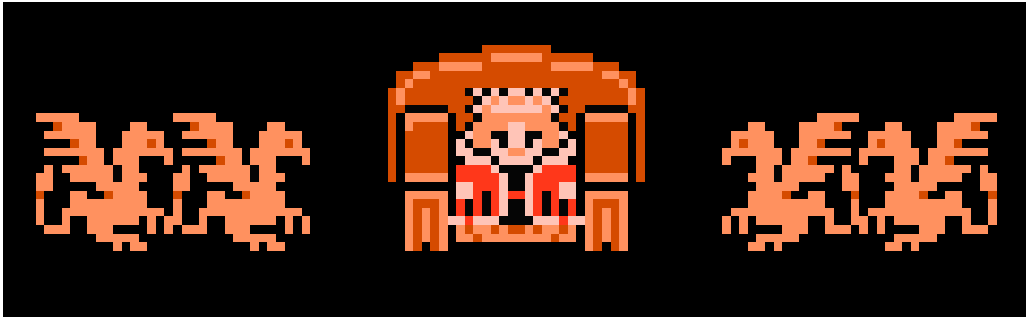
# Coneria Castle







Lukahh's prophecy foretold of a time when four Warriors of Light would come to save the world from darkness. That time has come, and your long journey begins here. Follow your destiny to faraway lands, make new allies, battle unspeakable foes and eventually face the Fiend of Earth, Lich, in hope of relighting the first of four crystals.



## The Coneria Quest

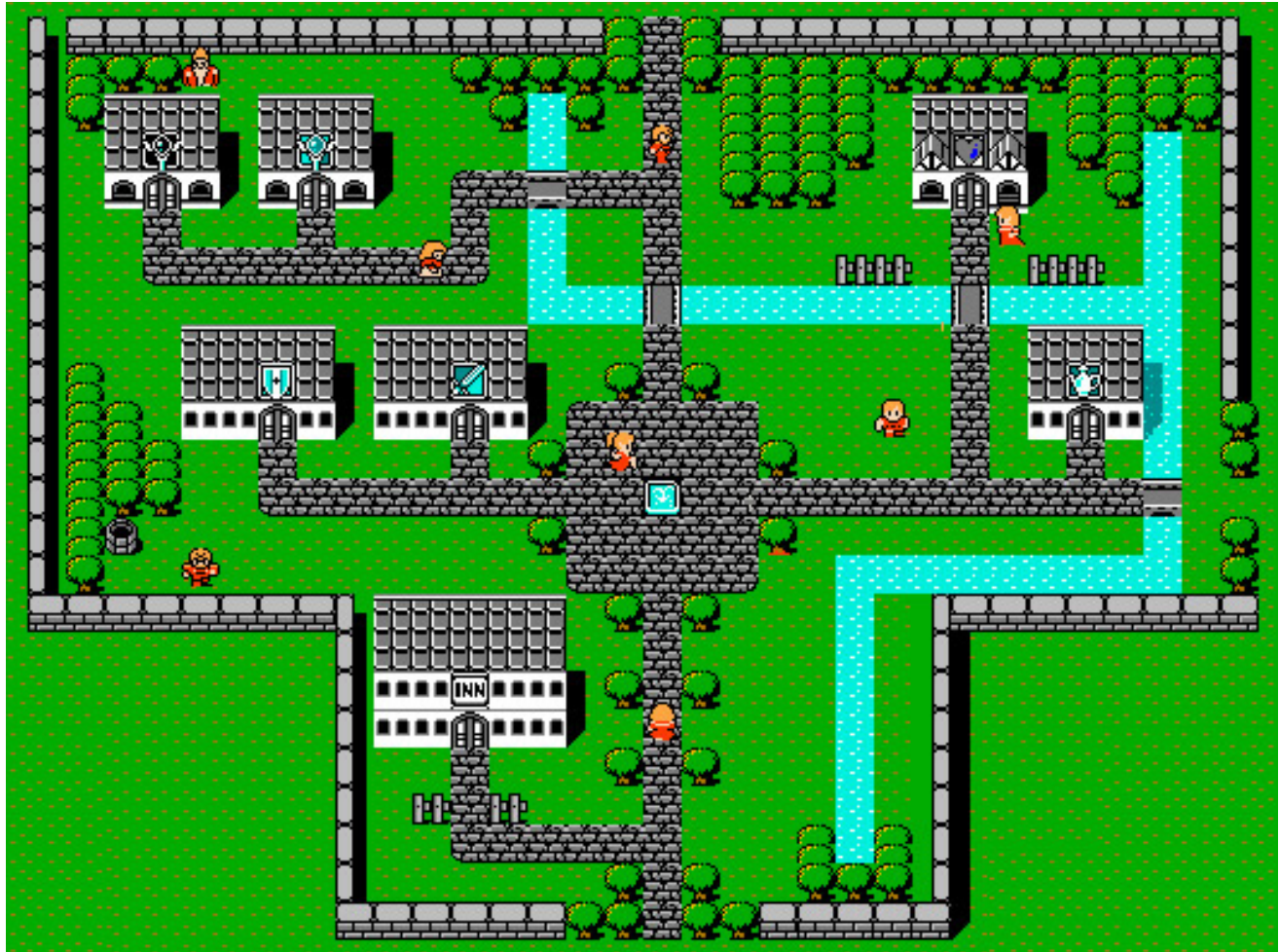
Everyone in **Coneria Castle** seems to have heard of the Light Warriors, including the **King**. Visit him on the second floor to learn how the legendary Light Warriors can help. It seems the King can do nothing to save his daughter, who has been kidnapped by **Garland**. He places his trust in the Light Warriors and requests that you find **Princess Sara** and return her safely home. If you succeed, in return he will commission the **reconstruction of the bridge** to the northern continent.

## The Castle Vault

All of the treasures in the castle are trapped behind doors locked with the **Mystic Key**. You'll have to recover the Key first in order to plunder the vault. Inside you will find the items listed below, including an important item you will need later: **TNT**!

- |  |  |
|--|--|
| <ul style="list-style-type: none"><li>• <b>Iron Amor</b></li><li>• <b>Iron Shield</b></li><li>• <b>TNT</b></li></ul> | <ul style="list-style-type: none"><li>• <b>Iron Staff</b></li><li>• <b>Sabre</b></li><li>• <b>Silver Knife</b></li></ul> |
|--|--|

# Coneria Town



Inn: 40gp	Clinic: 30gp
-----------	--------------

The town of **Coneria** was once called the city of dreams. That was before darkness and rot spread across the Earth. The Light Warriors should prepare for their quest by purchasing weapons, armor and magic in the town shops. You'll also learn that to the east lies a port city called Pravoka and that Lukahn the Prophet has gone to Crescent Lake.

### **Weapons**

<b>Wooden Staff</b>	<b>5gp</b>
<b>Small Knife</b>	<b>5gp</b>
<b>Wooden Nunchaku</b>	<b>10gp</b>
<b>Rapier</b>	<b>10gp</b>
<b>Iron Hammer</b>	<b>10gp</b>

### **Armor**

<b>Clothes</b>	<b>10gp</b>
<b>Wooden Armor</b>	<b>50gp</b>
<b>Chain Mail</b>	<b>80gp</b>

### **Items**

<b>Heal Potion</b>	<b>60gp</b>
<b>Pure Potion</b>	<b>75gp</b>
<b>Tent</b>	<b>75gp</b>

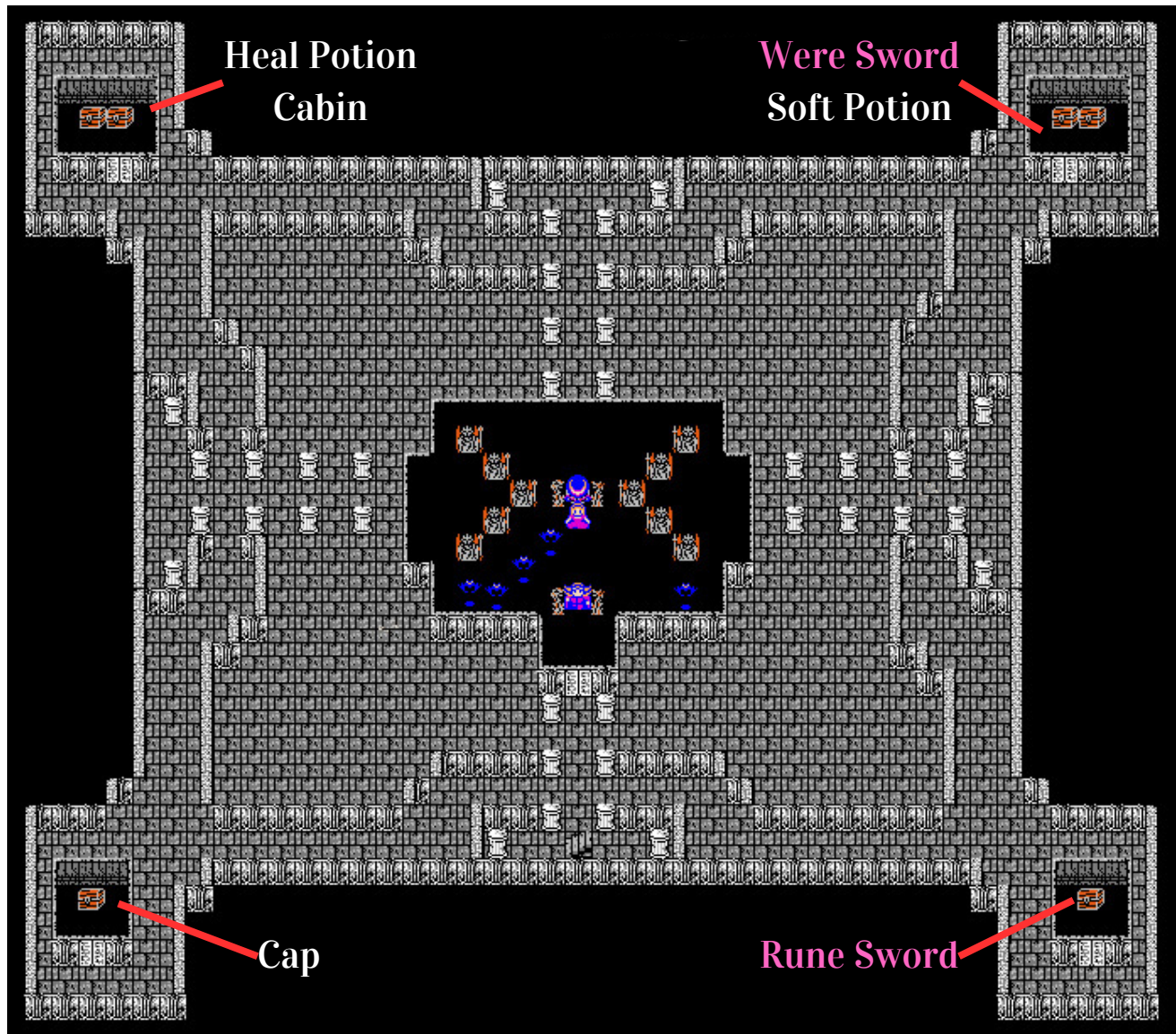
### **LV1 Black Magic**

<b>FIRE</b>	<b>100gp</b>
<b>SLEEP</b>	<b>100gp</b>
<b>LOCK</b>	<b>100gp</b>
<b>LIT</b>	<b>100gp</b>

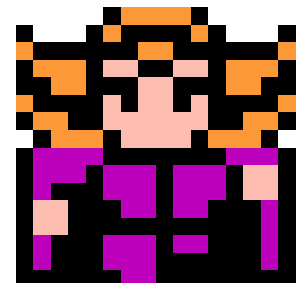
### **LV1 White Magic**

<b>CURE</b>	<b>100gp</b>
<b>HARM</b>	<b>100gp</b>
<b>FOG</b>	<b>100gp</b>
<b>RUSE</b>	<b>100gp</b>

# Temple of Fiends

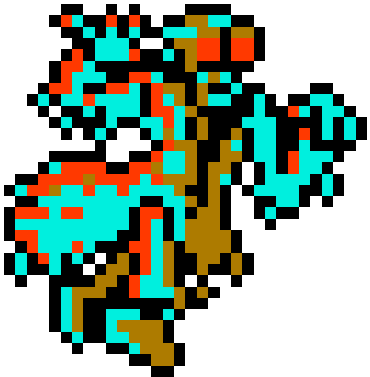


Journey northwest from Coneria to find the **Temple of Fiends**, an ancient temple used as a hideout for the evil **Garland**. Confront the Dark Knight and rescue **Princess Sara**! The door to the center chamber will be locked until the player speaks with the King of Coneria.

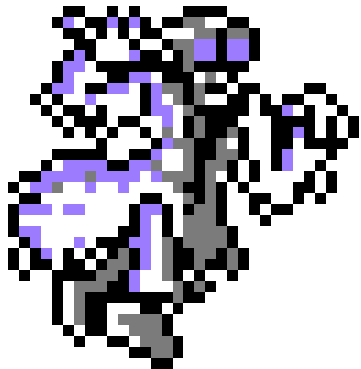





# Zombie

	HP: 20	GP: 12	EXP: 24
	1HIT: 10-20	ABSORB: 0	EVADE: 3%
	A common enemy roaming the corridors of the Temple of Fiends.		

# Ghoul

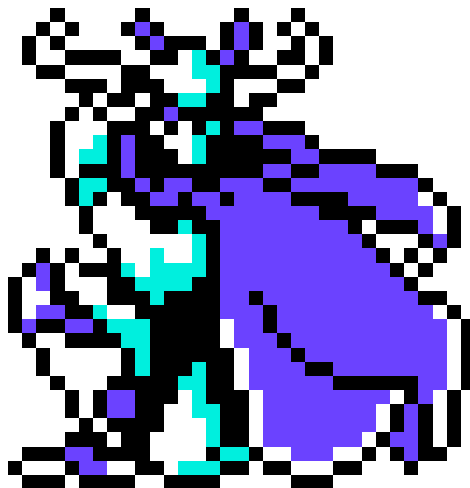
HP: 48	GP: 50	EXP: 93	
3HIT: 8-16	ABSORB: 6	EVADE: 6%	
A dangerous undead foe who's three-hit attack can inflict <b>paralysis</b> .			

# Grey Wolf

	HP: 72	GP: 22	EXP: 93
	1HIT: 14-28	ABSORB: 0	EVADE: 27%
	These fast, evasive enemies will sometimes accompany a pack of Wolves.		

# Boss: Garland

Upon entering Garland's throne room, you'll notice the Princess behind him, not to mention his pet bats. Step forward and Garland will greet the Light Warriors with threats and insults. His confidence is great, but your might is greater still. At this point you cannot prevent battle and escape the room. You'll have to fight to the finish.



**HP: 106**

**GP: 250**

**EXP: 130**

**1HIT: 15-30**

**ABSORB: 10**

**EVADE: 6%**

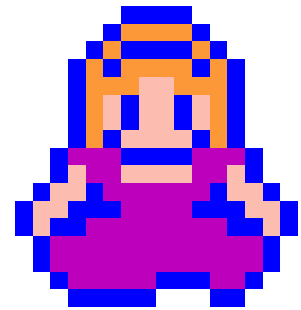
**Be sure to enter the battle with full strength, as  
Garland can cause severe damage. Despite his high  
Absorb stat, he should fall quickly.**

# Locked Doors

The two chambers on the east side of the temple are locked and require the Mystic Key. Along with a Soft Potion, you will find two unique swords: the **Were Sword** and the **Rune Sword**. However, be aware that these swords are guarded by Gargoyles.

# Princess Sara

With Garland defeated, Princess Sara will recognize you as the Light Warriors, and magically whisk you back to Coneria Castle. She will demonstrate her gratitude by bestowing a very precious gift upon you, the **Lute**. So great is the King's gratitude, that he will command the north bridge to be rebuilt, which spans the northern channel to the mainland.



And so, their journey begins...

What awaits the Four, they do not know.

Each holding an ORB, that 2000 years ago shined with beauty from within. But now, only darkness.

Come!! Start your journey! Return the light of peace to our world.

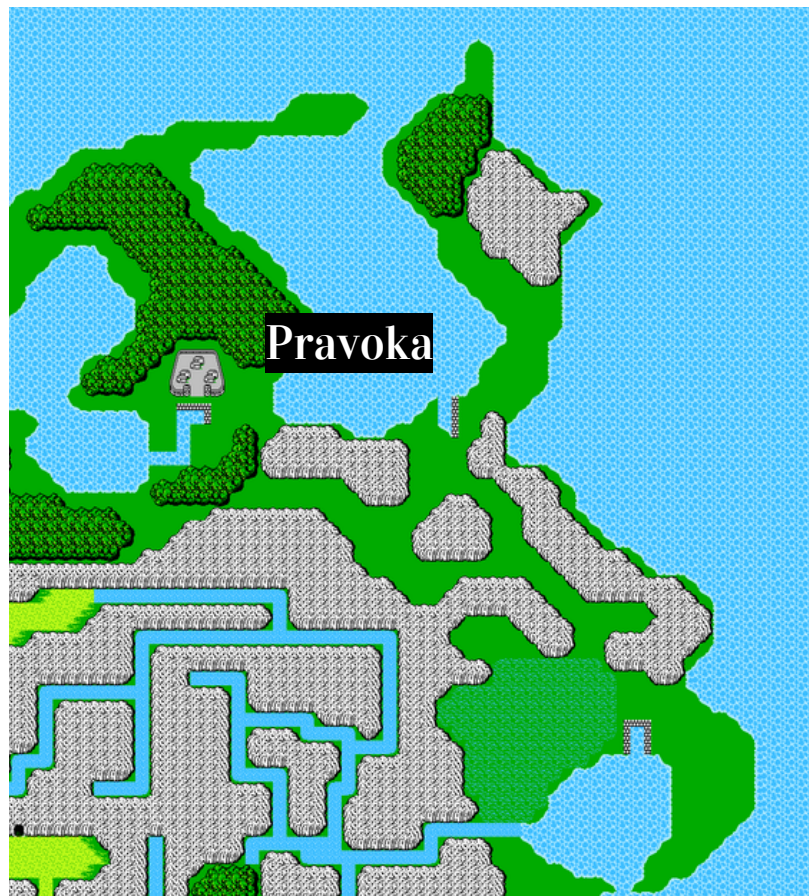


# Pravoka Region

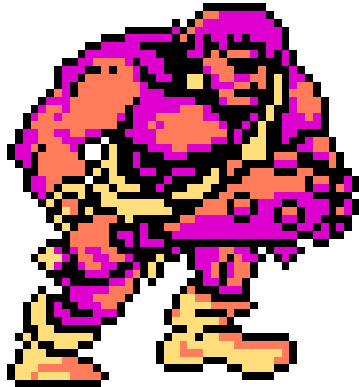


A

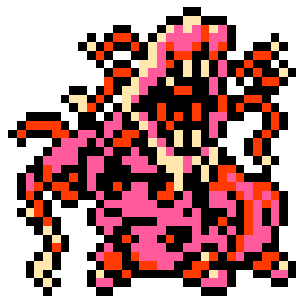
A



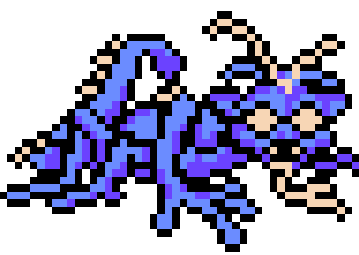
# Ogre

	HP: 100	GP: 195	EXP: 195
	1HIT: 18-36	ABSORB: 10	EVADE: 9%
	These hard-hitting foes rarely travel alone. Also sometimes accompanied by Creeps.		

# Creep

HP: 56	GP: 15	EXP: 63	
1HIT: 17-34	ABSORB: 8	EVADE: 12%	
A weakness to fire makes these nasty foes easier to deal with.			

# Iguana

	HP: 92	GP: 50	EXP: 153
	1HIT: 18-36	ABSORB: 12	EVADE: 12%
	A somewhat uncommon enemy with a higher than normal chance of scoring a critical hit.		

# Matoya's Cave

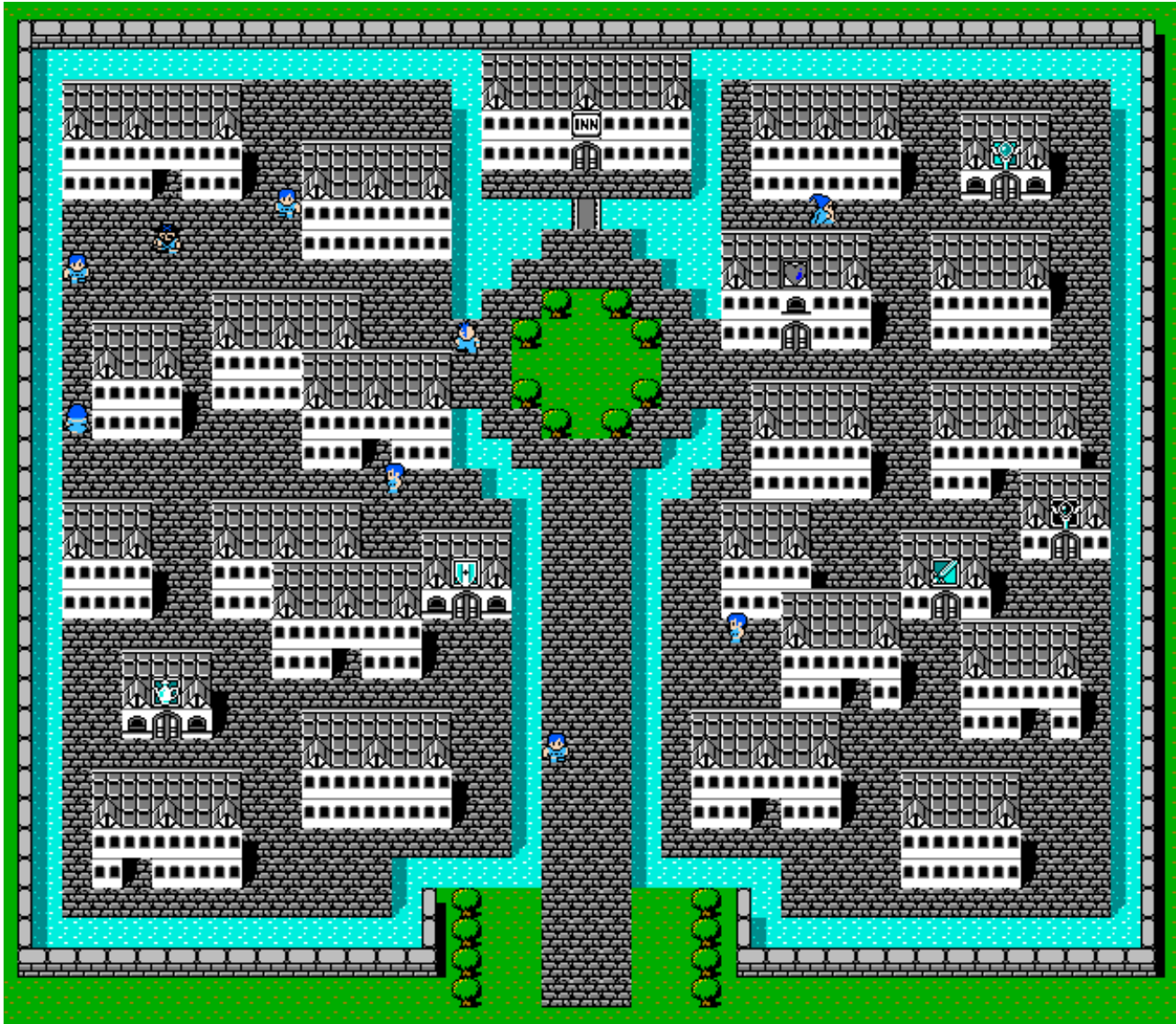


Once you cross the newly repaired bridge, you'll reach a region of mountains that splits into two paths - north and east. If you go to the north along the rivers, you'll find a cave at the edge of the peninsula. This is the home of the witch, **Matoya**.

Inside there are three chests, containing a Pure Potion and two Heal Potions. If you speak to one of the enchanted brooms you will receive a cryptic message: "**TCELES B HSUP**." Decypher this message and you will learn the secret of accessing the **World Map**.

If you speak with the unhappy Matoya, you'll learn that her **Crystal** was stolen and now she can't see very well. Naturally, she will be very grateful if you can find and return it to her.

# Pravoka



Inn: 50gp	Clinic: 80gp
-----------	--------------

A traveler in Coneria told you about his home in **Pravoka** where pirates roam and people hide in their houses. If you arrive low on strength, stay in the inn before speaking with Bikke and his gang of pirates in the northwest corner of town—you'll be forced into a battle once you talk to them.



Weapons	
Iron Hammer	10gp
Short Sword	550gp
Hand Axe	550gp
Scimitar	200gp

Armor	
Wooden Armor	50gp
Chain Mail	80gp
Iron Armor	800gp
Wooden Shield	15gp
Leather Gloves	60gp

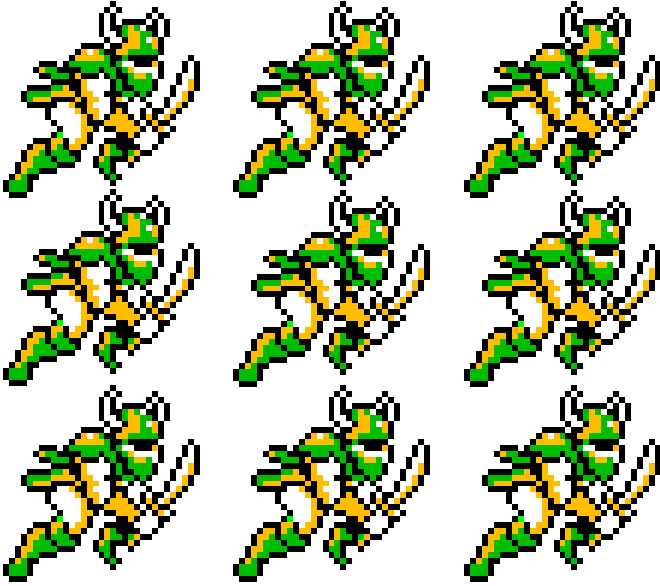
Items			
Heal Potion	60gp	Tent	75gp
Pure Potion	75gp	Cabin	250gp

LV2 Black Magic	
ICE	400gp
DARK	400gp
TEMPER	400gp
SLOW	400gp

LV2 White Magic	
LAMP	400gp
MUTE	400gp
ALIT	400gp
INVIS	400gp

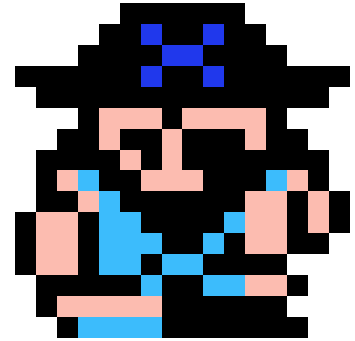
# Boss: Pirate x9

You will have to face a band of pirates to restore peace in Pravoka. Their captain **Bikke** will not be pleased to find four armored and experienced warriors on his turf, and he'll sic his crew on you. **Nine pirates** swarm to attack.

		
HP: 6x9	GP: 40x9	EXP: 40x9
1HIT: 8-16	ABSORB: 0	EVADE: 16%
Damage can quickly add up when facing nine enemies at once. Luckily, these pirates have little HP and no Absorb, making them very easy to defeat.		

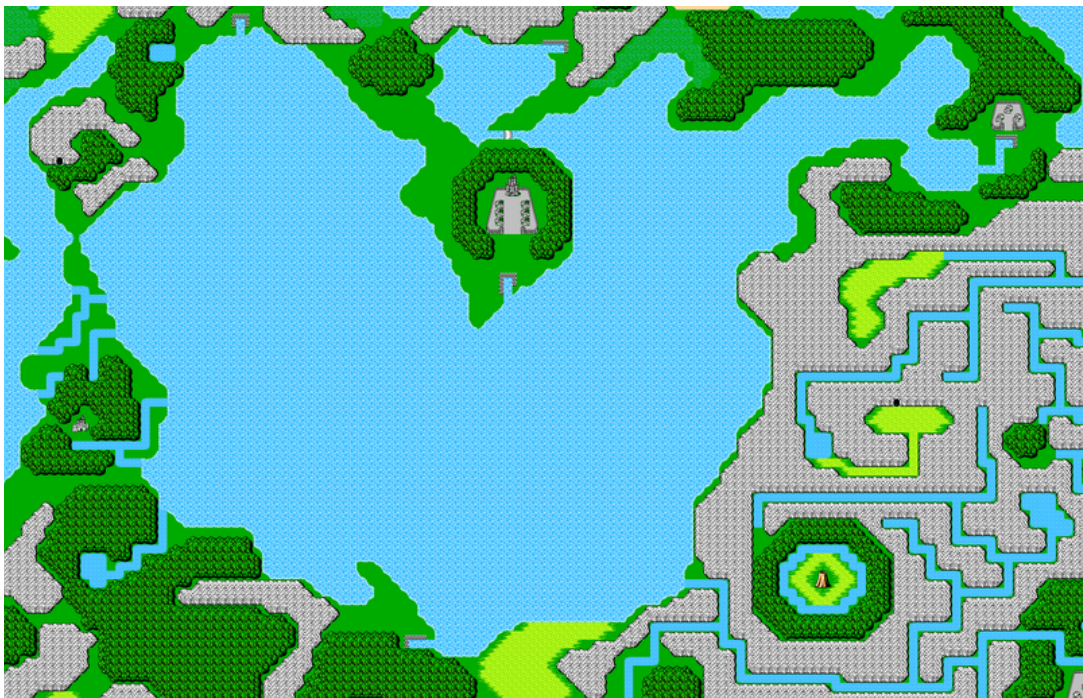
# Bikke's Gift

Once you've freed Pravoka from the pirates, you'll find Bikke is still in town. Talk to him, and he'll admit defeat and offer his **Ship** as penance for his wrongdoing. The townsfolk will reappear, feeling that it is once again safe to walk on the streets. They have a lot to say, too, about the Elf Prince and the special herbs that Matoya can make, and also about the town of Melmond.

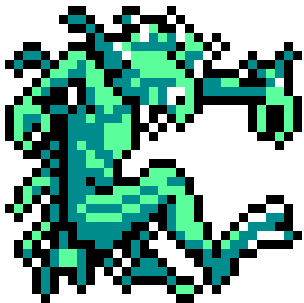


## Sailing the Seas

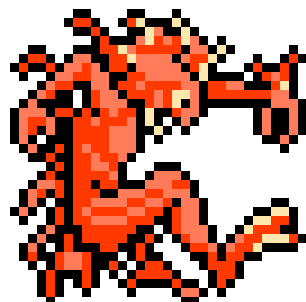
The Ship will be waiting for you in the harbor just outside of town. When you're ready, step onto the Ship to set sail. Travel the open waters to get your bearings. For now, you are trapped in a sort of inland sea. From Pravoka, you can sail south to reach **Elfland** or travel west to visit the **Dwarf Caves**. You can also return to Coneria for an easy dock and a cheap inn stay. As you sail you are likely to encounter a number of new enemies, many of which are weak to the Lit spell.



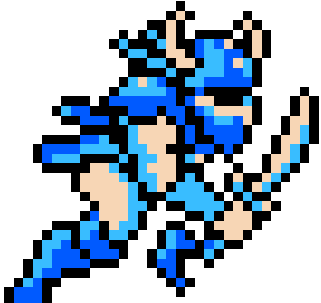
# Sahagin

	HP: 28	GP: 30	EXP: 30
	1HIT: 10-20	ABSORB: 4	EVADE: 36%
	Sahagins can't dish out or take much damage, but their high Evade makes them difficult to hit with physical attacks.		

# Red Sahagin

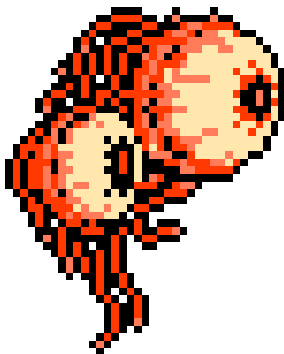
HP: 64	GP: 105	EXP: 105	
1HIT: 15-30	ABSORB: 8	EVADE: 39%	
Red Sahagins feature high Evade and are best dealt with via Lit spells.			

# Kyzoku


	HP: 50	GP: 120	EXP: 60
	1HIT: 14-28	ABSORB: 6	EVADE: 12%
	This advanced breed of Pirate is a great source of gold.		



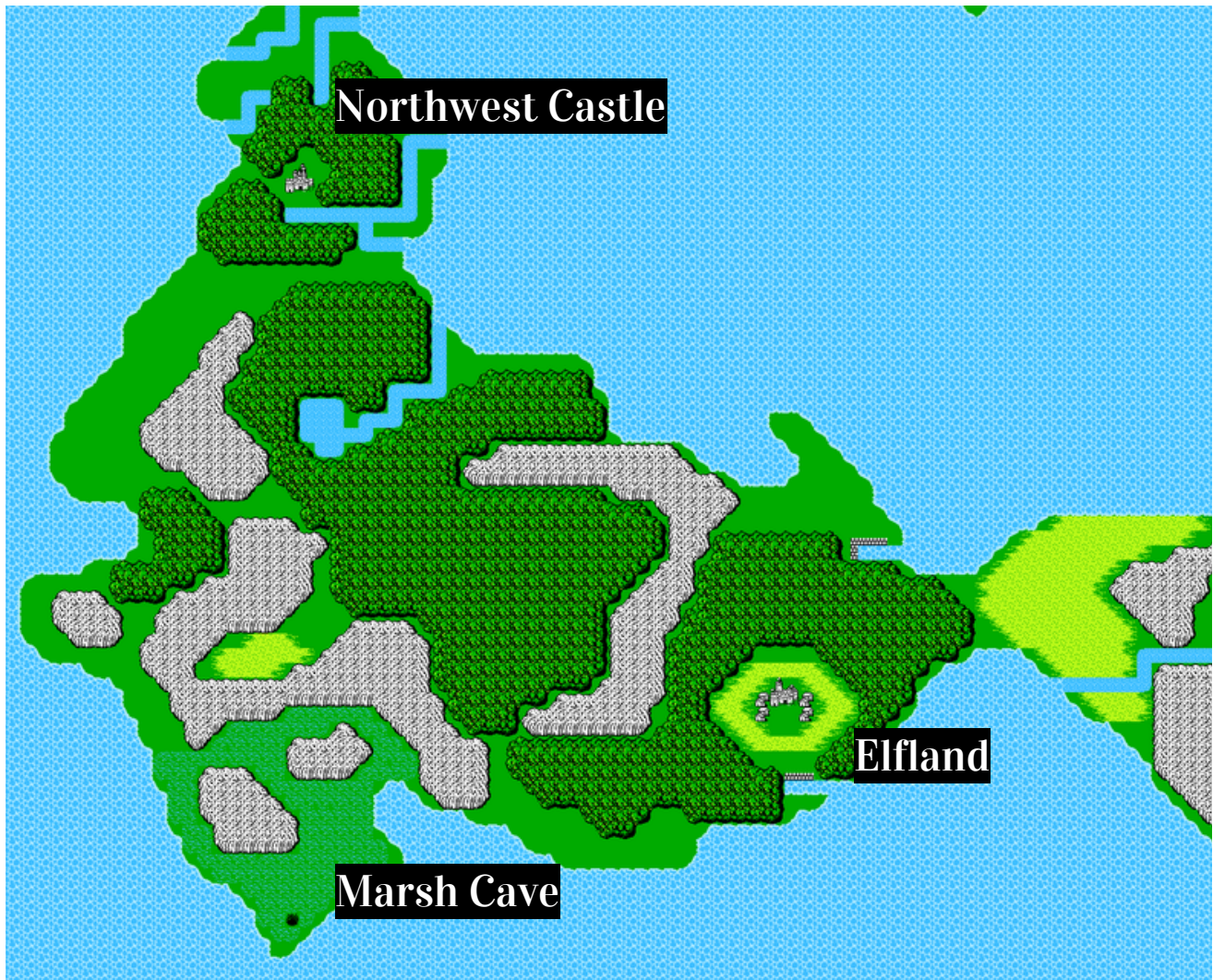
# Odd Eye

	HP: 10	GP: 10	EXP: 42
	1HIT: 4-8	ABSORB: 0	EVADE: 42%
	This foe never attacks, instead preferring to use their <b>GAZE</b> ability to <b>paralyze</b> their target.		

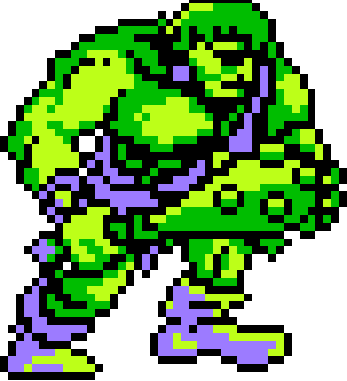
# Shark

HP: 120	GP: 66	EXP: 267	
1HIT: 22-44	ABSORB: 0	EVADE: 36%	
The most dangerous enemies in the Ocean, featuring a powerful attack and high HP and Evade.			

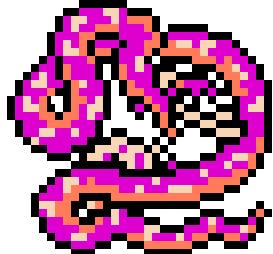
# The Elf Kingdom



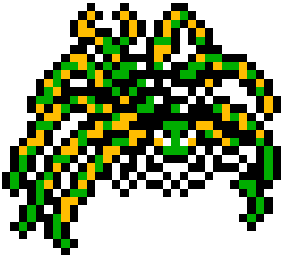
# Green Ogre

	HP: 132	GP: 300	EXP: 282
	1HIT: 23-46	ABSORB: 14	EVADE: 15%
	Green Ogres are similar to Ogres, with enhanced attributes.		

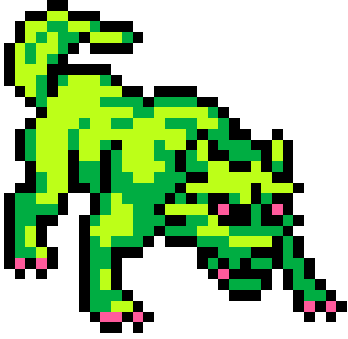
# Asp

HP: 56	GP: 50	EXP: 123	
1HIT: 6-12	ABSORB: 6	EVADE: 15%	
Though not a particularly tough enemy, it can inflict <b>poison</b> with every hit.			

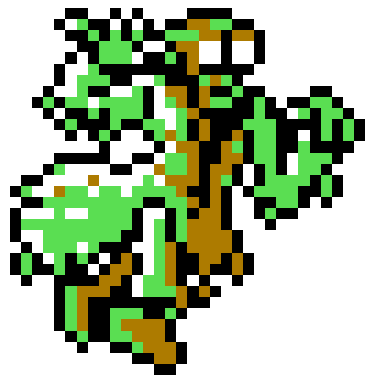
# Arachnid

	HP: 64	GP: 50	EXP: 141
	1HIT: 5-10	ABSORB: 12	EVADE: 12%
	Another enemy with a <b>poisonous</b> attack. Their Absorb makes them a tougher fight.		

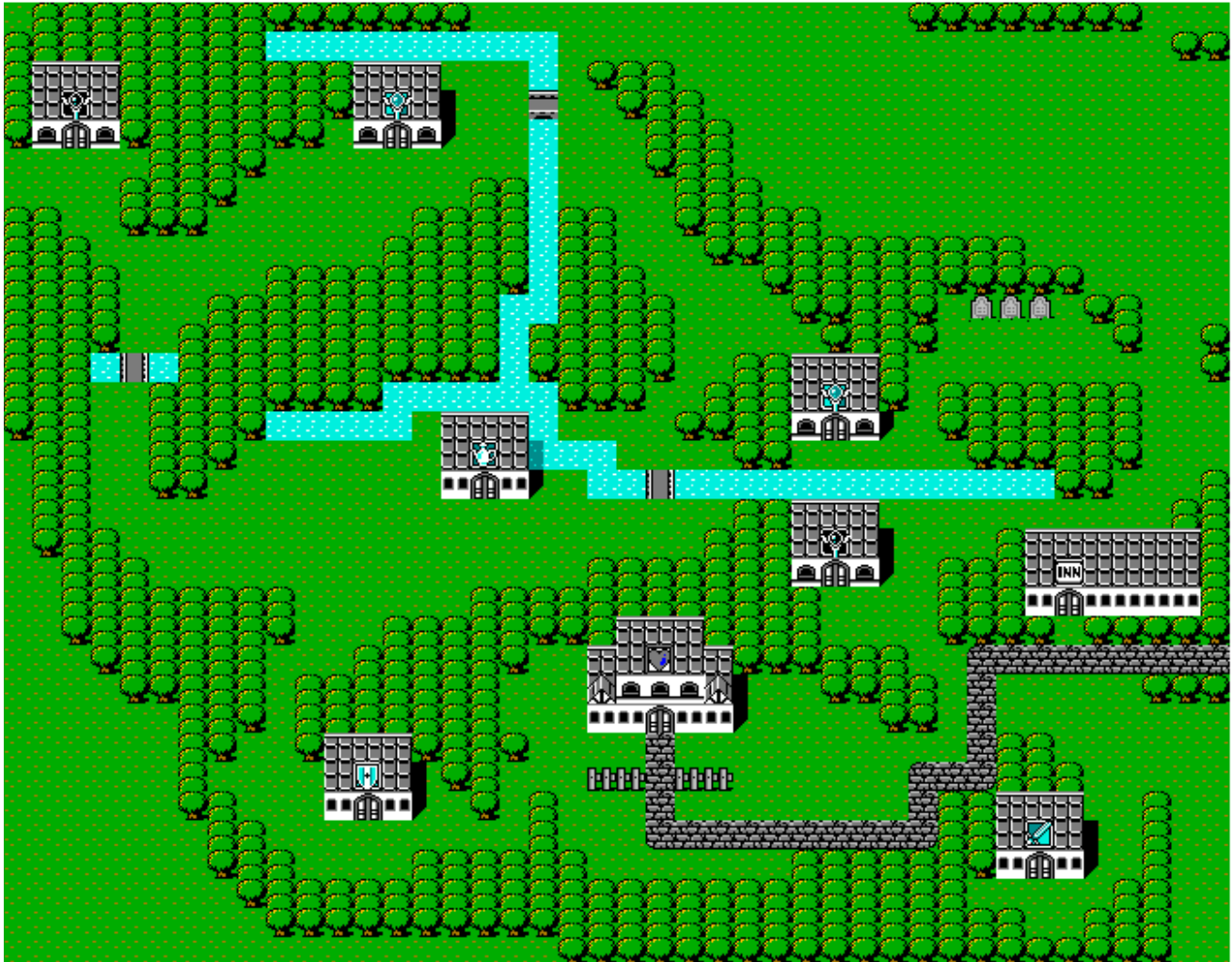
# Werewolf

	HP: 68	GP: 67	EXP: 135
	1HIT: 14-28	ABSORB: 6	EVADE: 21%
	A Werewolf resembles a Grey Wolf, but can inflict <b>poison</b> and <b>regenerate</b> HP.		

# Geist

HP: 56	GP: 117	EXP: 117	
3HIT: 8-16	ABSORB: 10	EVADE: 23%	
Similar to a Ghoul, it hits three times, with each hit having a chance to <b>paralyze</b> .			

# Elfland



Inn: 100gp	Clinic: 200gp
------------	---------------

The village of **Elfland**, as the name suggest, is the home of the **Elves**. Gifted in the magic arts, the Elves have both both Level 3 and Level 4 spell shops. As a result it can be a very expensive place to visit. Speak to the inhabitants to learn about the fate of their Prince and obtain clues to help you find Astos, the cause of their misfortunes.

## **Weapons**

<b>Iron Nunchaku</b>	<b>200gp</b>
<b>Large Knife</b>	<b>175gp</b>
<b>Iron Staff</b>	<b>200gp</b>
<b>Sabre</b>	<b>450gp</b>
<b>Silver Sword</b>	<b>4000gp</b>

## **Armor**

<b>Iron Armor</b>	<b>800gp</b>
<b>Copper Armlet</b>	<b>1000gp</b>
<b>Iron Shield</b>	<b>100gp</b>
<b>Leather Cap</b>	<b>80gp</b>
<b>Wooden Helmet</b>	<b>100gp</b>

## **Items**

<b>Heal Potion</b>	<b>60gp</b>
<b>Pure Potion</b>	<b>75gp</b>
<b>Cabin</b>	<b>250gp</b>
<b>House</b>	<b>3000gp</b>
<b>Soft Potion</b>	<b>800gp</b>



### **LV3 Black Magic**

<b>FIRE2</b>	<b>1500gp</b>
<b>HOLD</b>	<b>1500gp</b>
<b>LIT2</b>	<b>1500gp</b>
<b>LOCK2</b>	<b>1500gp</b>

### **LV3 White Magic**

<b>CURE2</b>	<b>1500gp</b>
<b>HARM2</b>	<b>1500gp</b>
<b>AFIRE</b>	<b>1500gp</b>
<b>HEAL</b>	<b>1500gp</b>

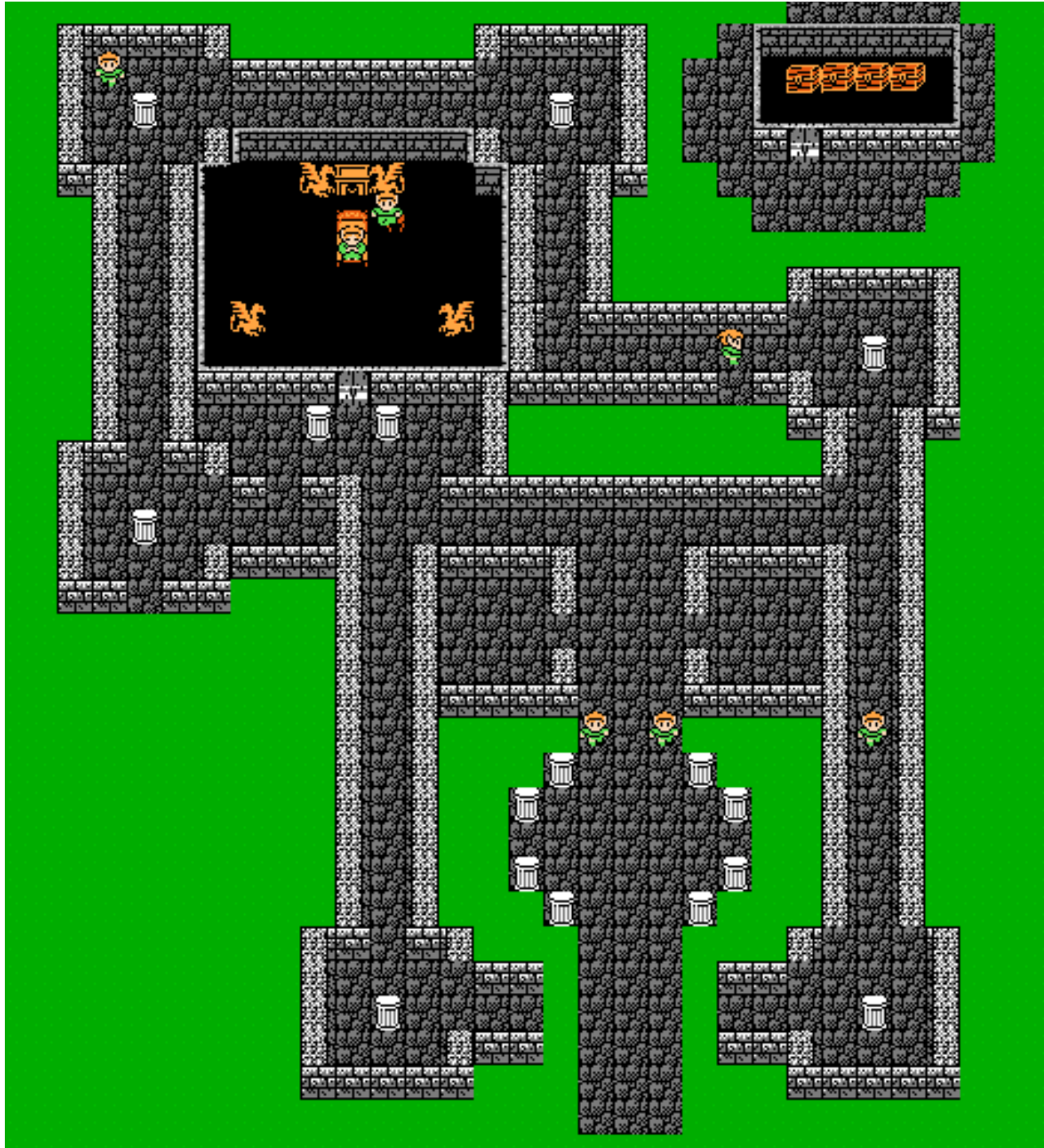
### **LV4 Black Magic**

<b>SLEEP2</b>	<b>4000gp</b>
<b>FAST</b>	<b>4000gp</b>
<b>CONFUSE</b>	<b>4000gp</b>
<b>ICE2</b>	<b>4000gp</b>

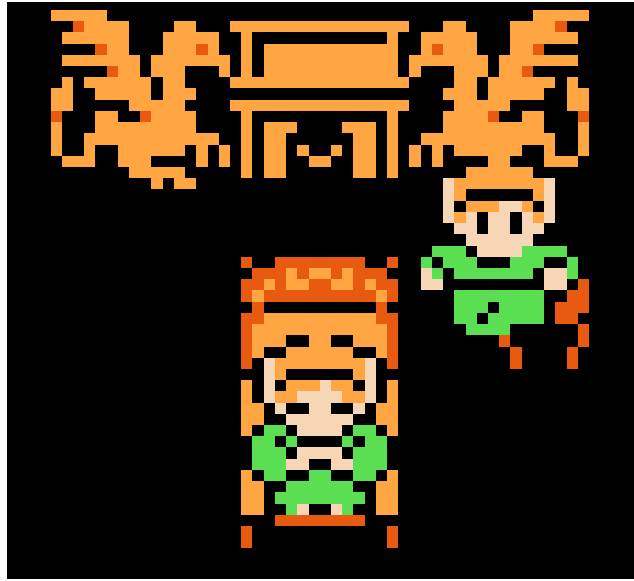
### **LV4 White Magic**

<b>PURE</b>	<b>4000gp</b>
<b>FEAR</b>	<b>4000gp</b>
<b>AICE</b>	<b>4000gp</b>
<b>AMUTE</b>	<b>4000gp</b>

# Elfland Castle







## The Elfland Quest

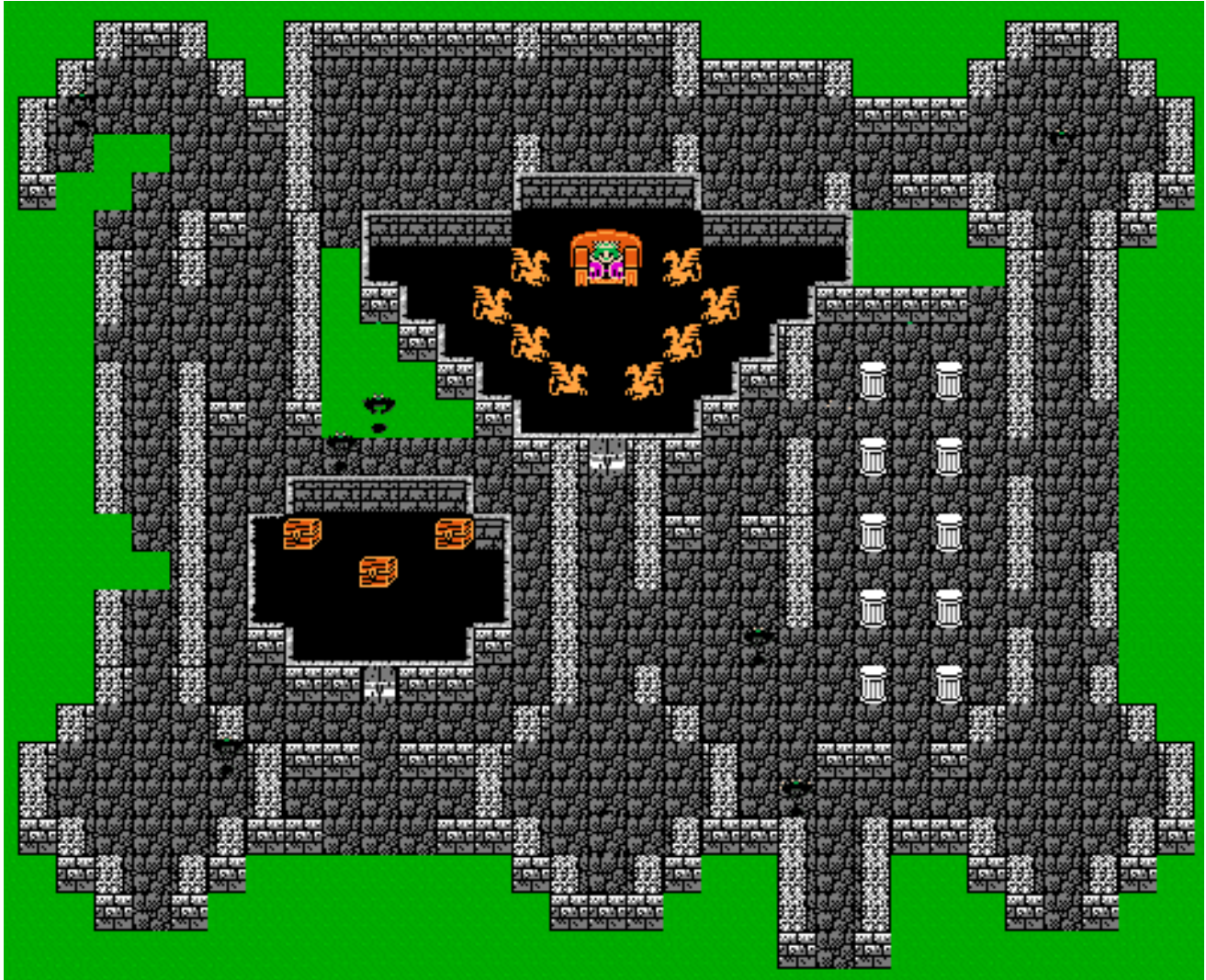
In the Castle you will find the **Elf Prince**, sleeping under a spell cast by **Astos, King of the Dark Elves**. Many years ago, the King of Coneria entrusted the Mystic Key to his treasure with the Elf Prince. To get this key back, you must rescue the Prince from his long sleep. To wake him, you'll have to earn the Herb from the witch Matoya, but only after you bring back her missing Crystal. By helping Matoya and the Prince, you will earn entrance into the Treasure Vault of Coneria, where another important item awaits.

## The Elfland Vault

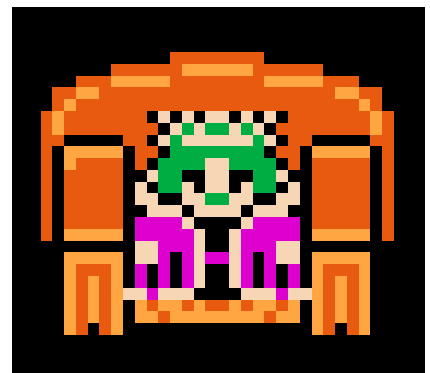
The Elven Prince used the same Mystic Key to lock their treasure vaults as was used by the King of Coneria. Once you restore peace to the land and reclaim the key, you'll be able to open the vault to obtain these items:

- **Silver Hammer**
- **400gp**
- **330gp**
- **Copper Gauntlets**

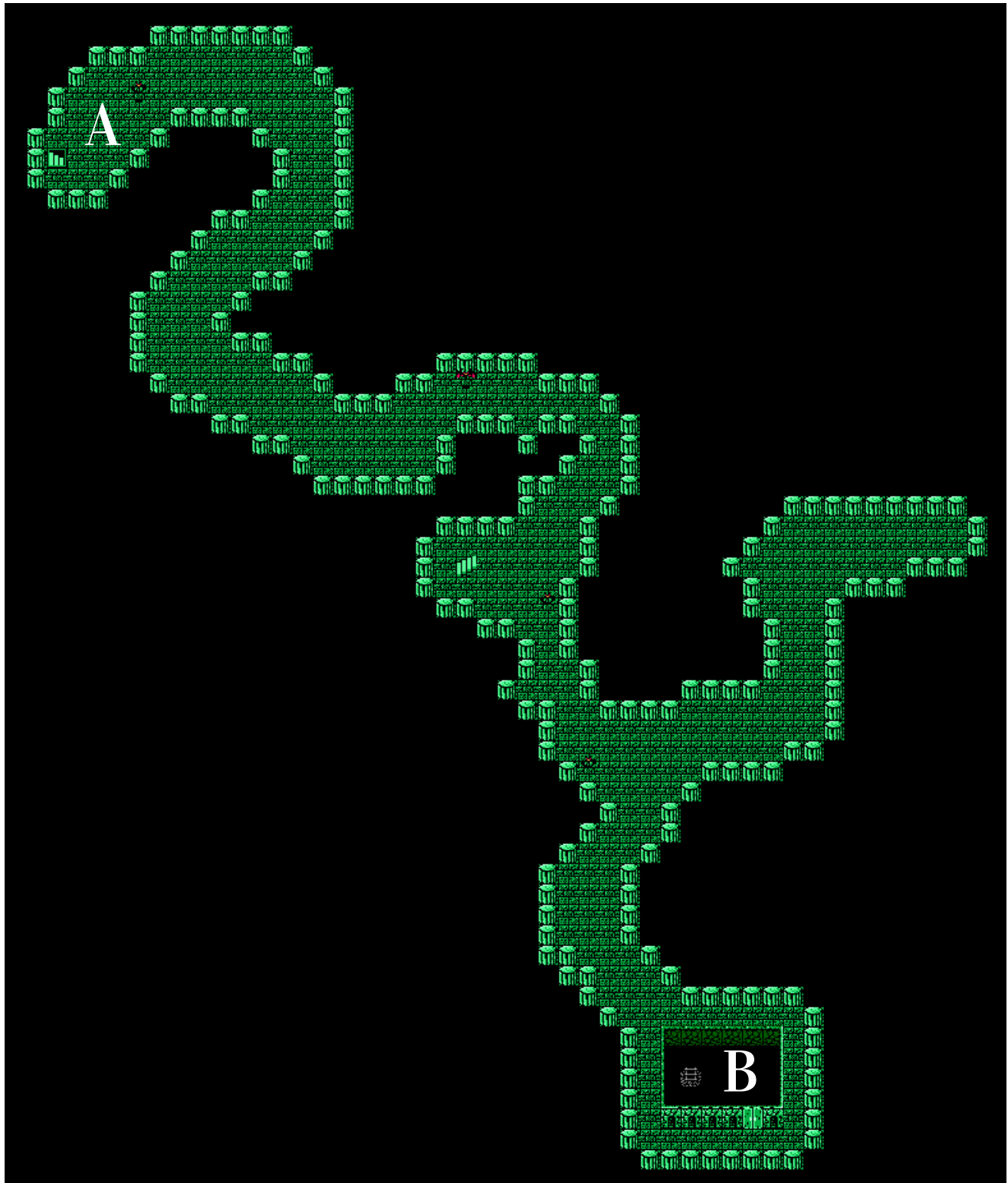
# Northwest Castle



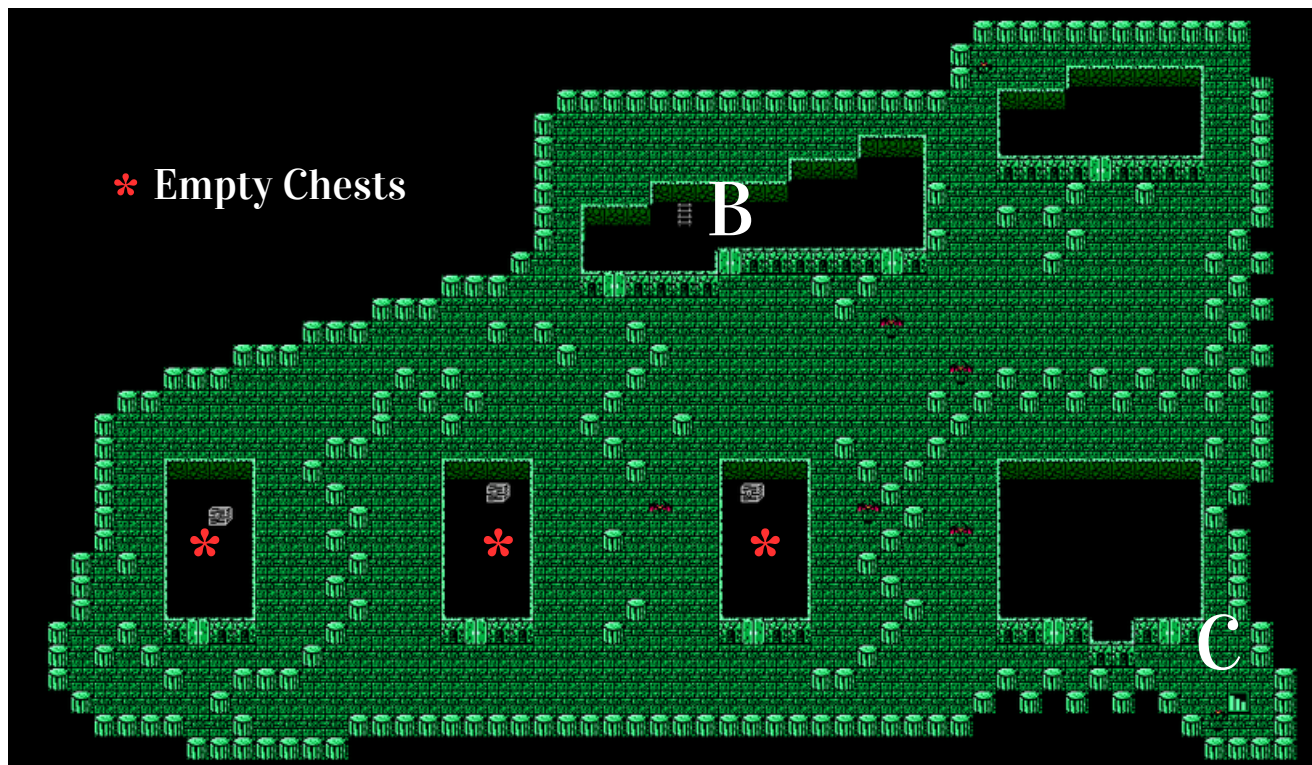
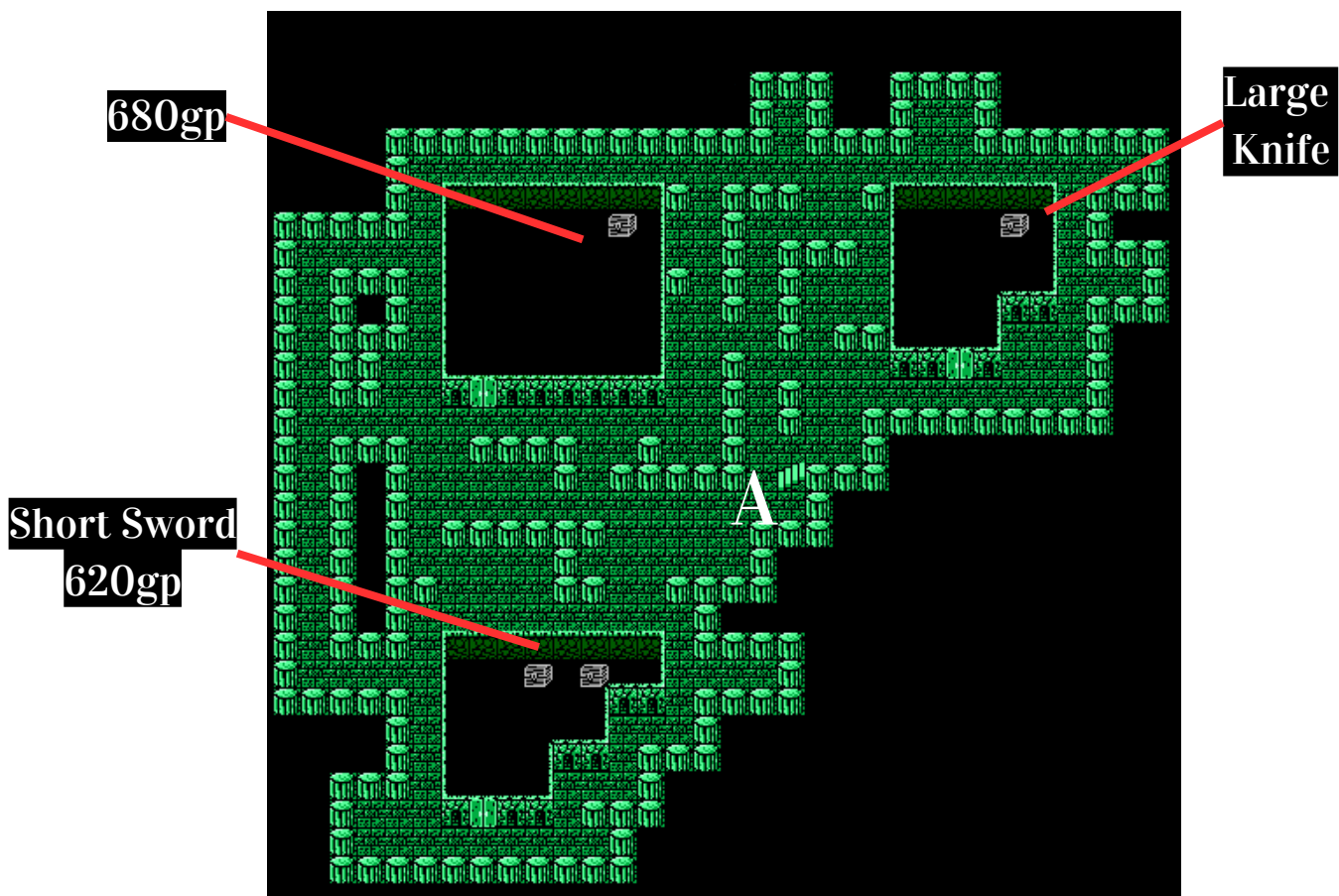
To the northwest of Elfland lies a **ruined keep**. Search these desolate halls and all you will find is a lone king sulking on his throne. He claims that Astos deceived him, and will ask you to go to Marsh Cave and retrieve his **Crown** so he can restore his kingdom to glory.

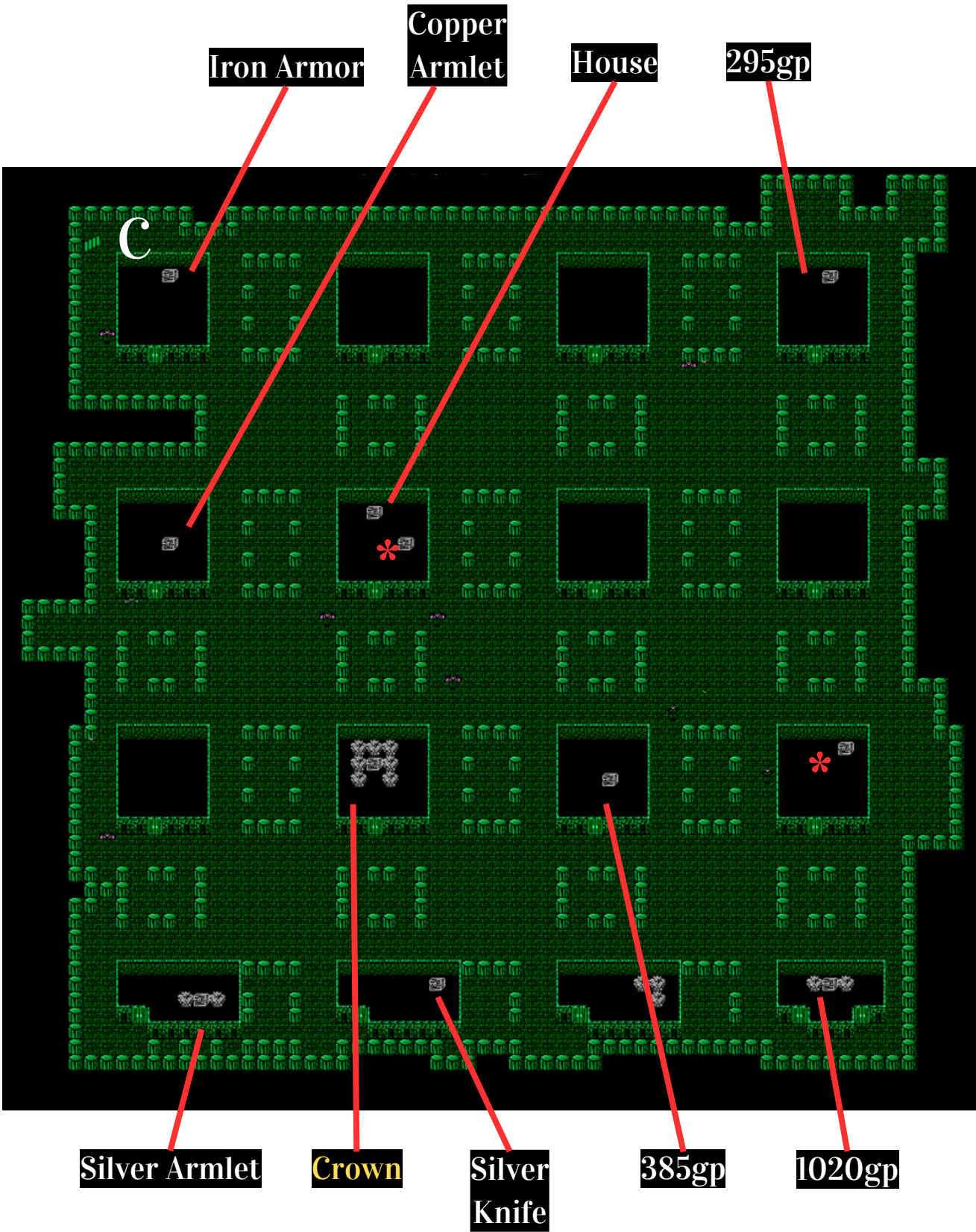


# Marsh Cave

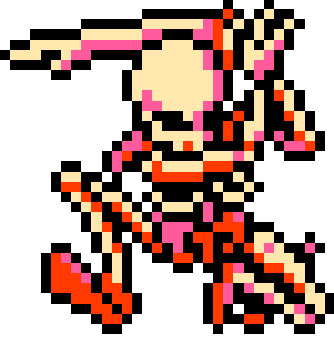










# Red Bone

	HP: 144	GP: 378	EXP: 378
	1HIT: 26-52	ABSORB: 12	EVADE: 21%
	They skeletons have all-around high stats, making them tough to kill. Best to use Fire spells.		

# Scum

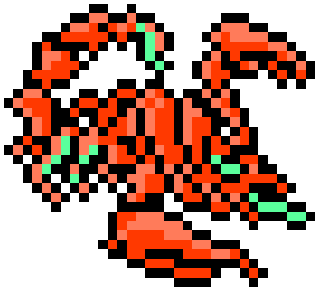
HP: 24	GP: 20	EXP: 84	
1HIT: 1-2	ABSORB: 255	EVADE: 0%	
Scum usually surprise attack and exist to do one thing: inflict <b>poison</b> . Nearly immune to physical attacks.			

# Muck

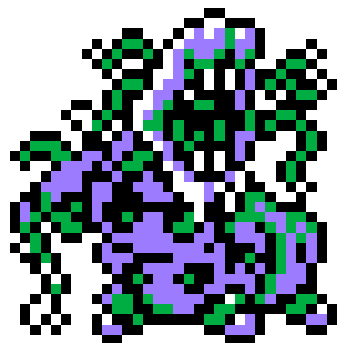
	HP: 76	GP: 70	EXP: 255
	1HIT: 30-60	ABSORB: 7	EVADE: 2%
	Far stronger than Scum but without the poison and resistance to physical attacks.		



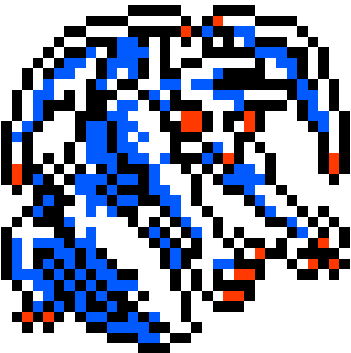
# Scorpion

	HP: 84	GP: 70	EXP: 225
	2HIT: 22-44	ABSORB: 10	EVADE: 27%
	Not only do they hit twice, dealing serious damage, but their attacks can <b>poison</b> .		

# Crawl

HP: 84	GP: 200	EXP: 186	
8HIT: 1-2	ABSORB: 8	EVADE: 21%	
This monster hits eight times. Deals minor damage but will <b>paralyze</b> . Often accompanies Red Bones.			

# Gargoyle


	HP: 80	GP: 80	EXP: 132
	4HIT: 12-24	ABSORB: 8	EVADE: 23%
	These fast foes deal incredible damage with their four-hit attacks and rarely are found alone. Use the Slow spell to even the odds.		

# Empty Chests

In Marsh Cave, as well as other dungeons throughout the rest of the game, chests with identical items will cancel each other out once one is opened. For instance, if you find a Short Sword, all other Short Swords in Marsh Cave will disappear and the chests will be empty. The same goes for identical amounts of gold.

## Mini-Boss: Wizards (2 to 6)

The **Crown** you are in search for can be found in one of the chambers on the third floor. Before setting foot in front of this particular chest, be sure to heal your party members as much as possible. When you step on the tile in front of the chest, you will be forced into a fight against a group of **Wizards**. The number encountered is randomly determined.

	<b>HP: 84</b>	<b>GP: 300</b>	<b>EXP: 276</b>
	<b>2HIT: 30-60</b>	<b>ABSORB: 16</b>	<b>EVADE: 33%</b>
	Despite the name, these foes are not spellcasters. They do, however, deal massive damage and are highly resistant to elemental spells.		

## Locked Doors

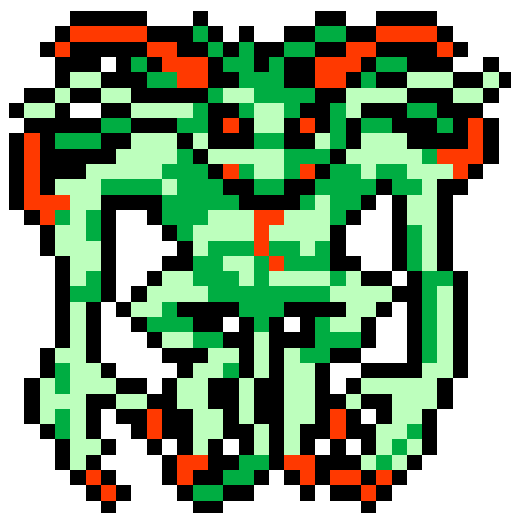
Like some of the other areas you have been to, Marsh Cave has some locked doors that can only be opened once you have returned with the Mystic Key. These rooms can be found on the third floor and contain the items on the right. Be careful, some of these rooms are guarded by more Wizards.

- **Silver Armlet**
- **Silver Knife**
- **1020gp**



# Boss: Astos

Return to the **Northwest Castle** after securing the king's **Crown** from Marsh Cave. You will soon learn that the king is not who he says he is. **Astos**, King of the Dark Elves, has been masquerading as the king, and required the Crown to rule over the Elves. Defeat him to gain the **Crystal**.



HP: 168	GP: 2000	EXP: 2250
1HIT: 26-52	ABSORB: 40	EVADE: 39%
Will use the nasty <b>RUB</b> spell as well <b>SLOW</b> , <b>SLOW2</b> , <b>FAST</b> , <b>FIRE2</b> , <b>LIT2</b> , <b>DARK</b> , and <b>SLEEP</b> . His high Absorb and Magic Defense make up for his lower health.		

## More Locked Doors

Return to the Northwest Castle with the Mystic Key to obtain the items on the right. But be careful; these items are guarded by Mummies and Images.

- **Power Staff**
- **Falchion**
- **Iron Gauntlet**



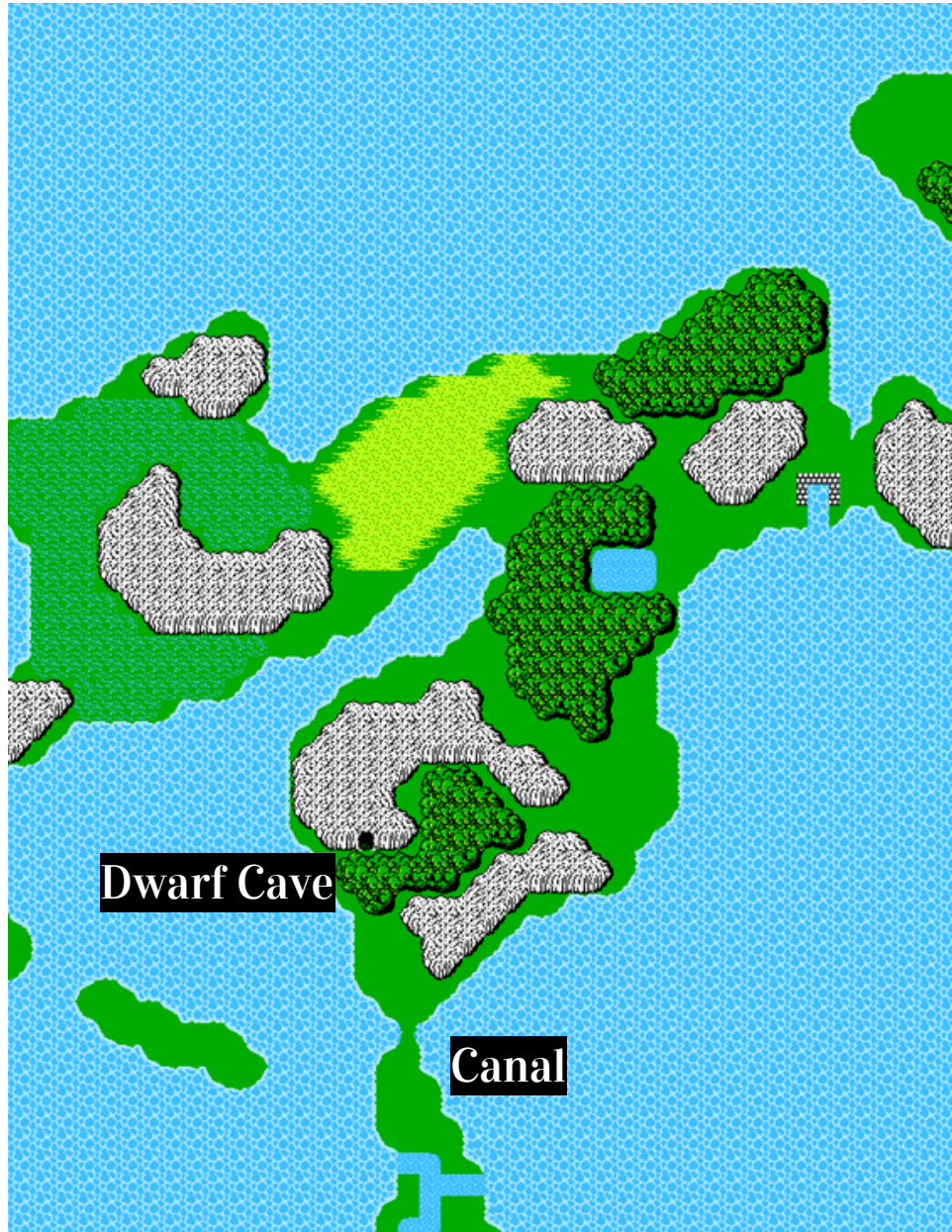
## Matoya the Witch

With the **Crystal** in hand, sail by ship to the port at Coneria or Pravoka and make your way to **Matoya's Cave**. In return for the Crystal, she will give you a **Herb**. With this item you can finally revive the slumbering **Elf Prince**.

## The Elf Prince Awakens

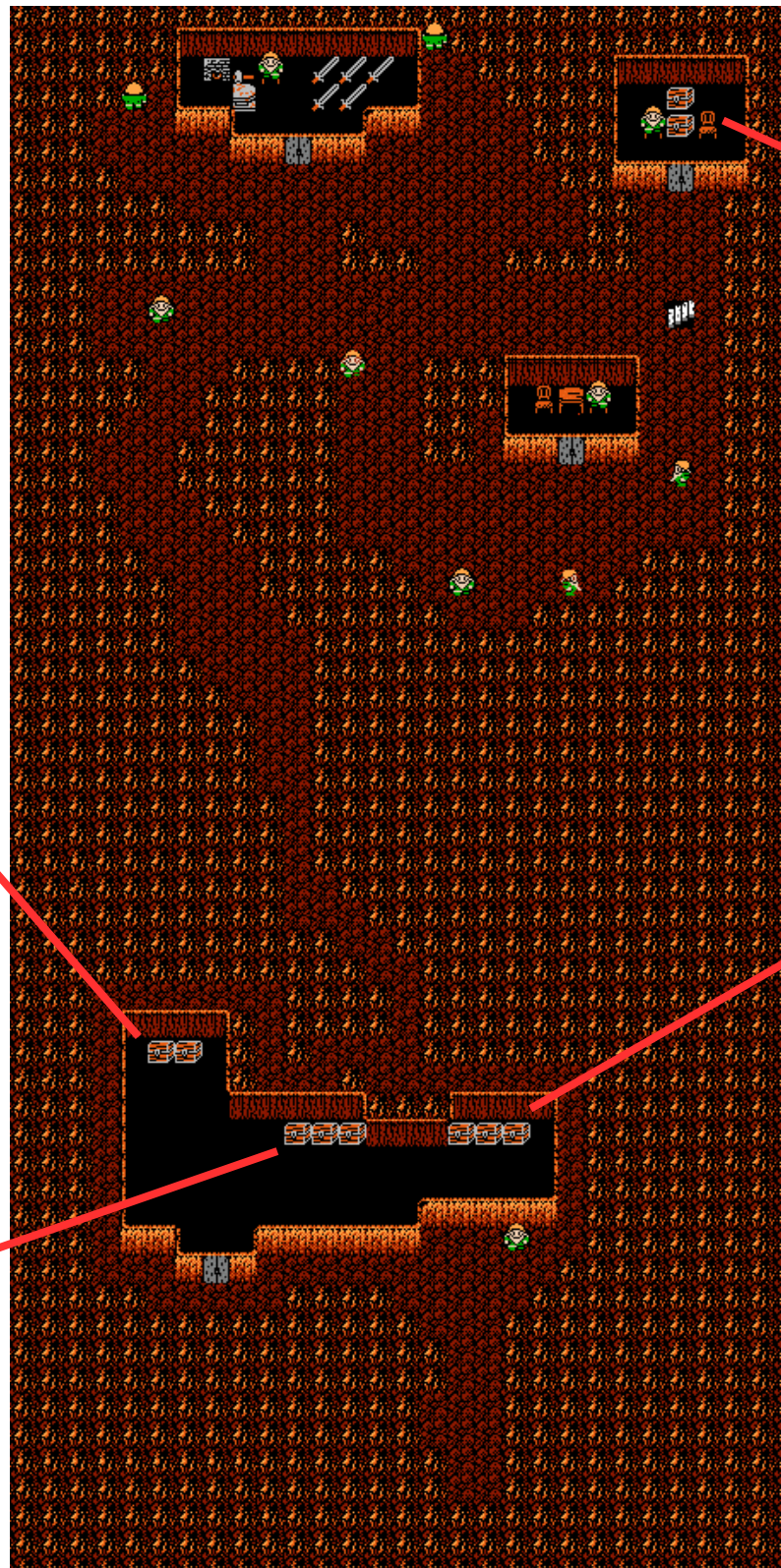
With the **Herb** in hand, return by ship to Elfland Castle. Give it to the Prince's Aid and he will use it to awaken the Prince from his five-year-long slumber. In gratitude, you will be rewarded with the **Mystic Key**. The key will enable you to delve deeper into just about every place you've been so far—now you can open all of the magically locked doors. Start with the Elven Treasure Vault, which is outside to the right of the castle. More locked doors can be found at Coneria Castle, the Temple of Fiends, the Northwest Castle, and Marsh Cave.

# The Dwarf Kingdom





# Dwarf Cave



450gp  
575gp

Cabin  
Iron Helmet

Silver Armor  
575gp  
House

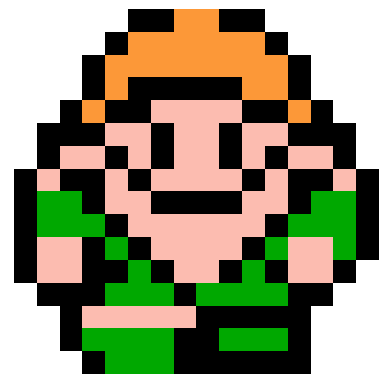
Dragon Sword  
Silver Knife  
Wooden Helmet

# The Dwarves

The industrious **Dwarves** are busy in their subterranean home. Here you will find much treasure and information. However, the **Dwarf Cave** is not a traditional town and does not contain any shops, or an inn or clinic for that matter. There is, however, a **Dwarven Smith** who desires a certain metal to make the ultimate sword. For now, this precious metal is far beyond your reach. The Mystic Key will open two treasure rooms, one of which holds a sword known as the **Dragon Sword**.

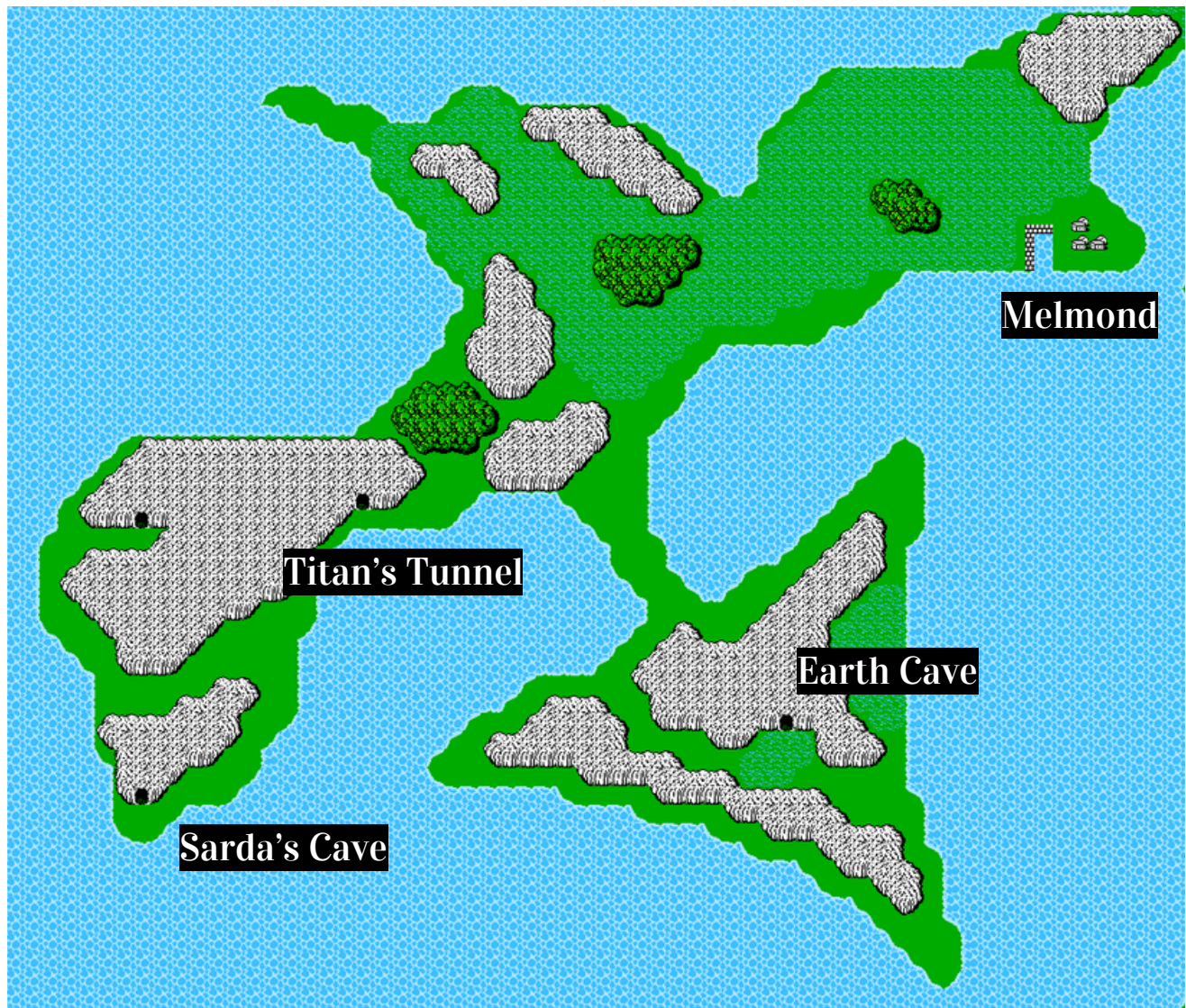
## Nerrick the Engineer

**Nerrick** is the Dwarfs' chief engineer. He is attempting to open a channel between the Western Sea and the Aldi Sea. It is the only way you will be able to reach the town of **Melmond**. Nerrick will not rest until he blows open the canal to the west. Assist him by handing over the **TNT**, which can be found in the Coneria Treasure Vault. You'll earn access to much of the world and get closer to lighting the first crystal.






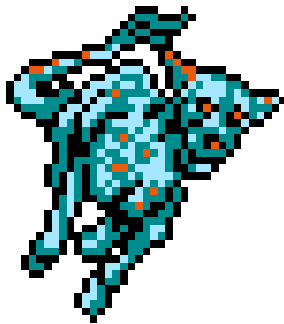
# Melmond Region



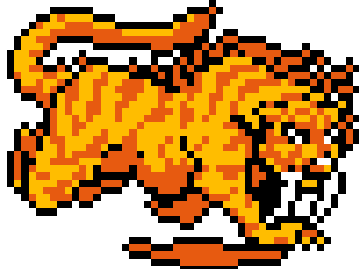
# Shadow

	HP: 50	GP: 45	EXP: 90
	1HIT: 10-20	ABSORB: 0	EVADE: 18%
	Shadows usually catch you off guard, resulting in a surprise attack. They inflict <b>darkness</b> with their attacks, making them difficult to hit.		

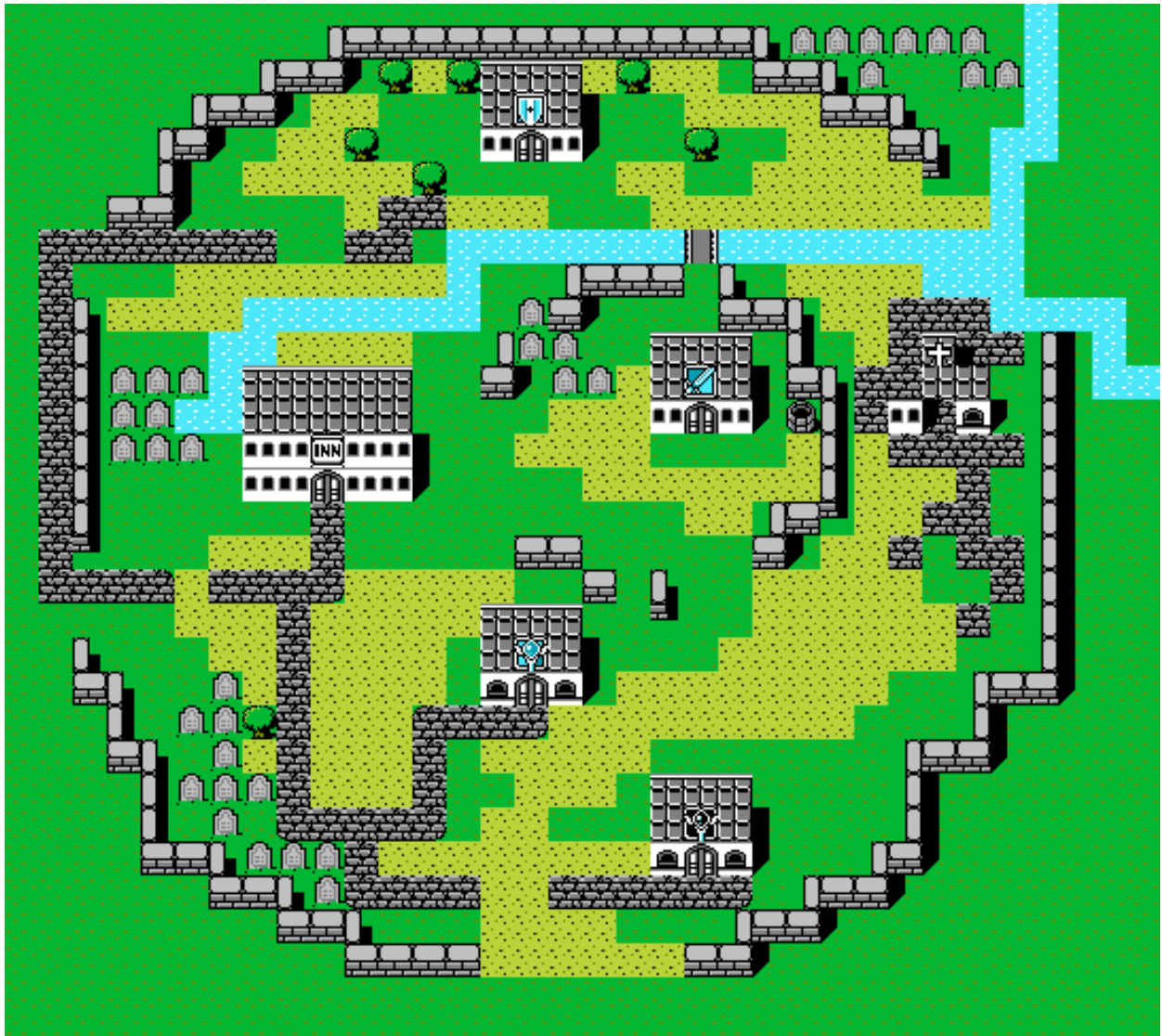
# Hyena

HP: 120	GP: 72	EXP: 288	
1HIT: 22-44	ABSORB: 4	EVADE: 24%	
A foe that mainly can be found with the Ogres that roam around the Melmond region.			

# Tiger

	HP: 132	GP: 108	EXP: 438
	2HIT: 22-44	ABSORB: 8	EVADE: 24%
	With a high chance of scoring a critical hit and a powerful two-strike attack, Tigers can deal heavy damage.		

# Melmond



**Inn: 100gp**

**Clinic: NONE**

To the west of the Dwarf Cave is the ragged town of **Melmond**. The land around is dying, plagued by rot. The numerous gravestones indicate that people are dying too. Talking to the townspeople will reveal stories of Vampires plaguing the streets. Likely due to these issues, the town has lost it's Clinic and lacks an Item Shop as well. Only by tracing the rot to its source, the Earth Cave, can the town be saved from the brink of doom.



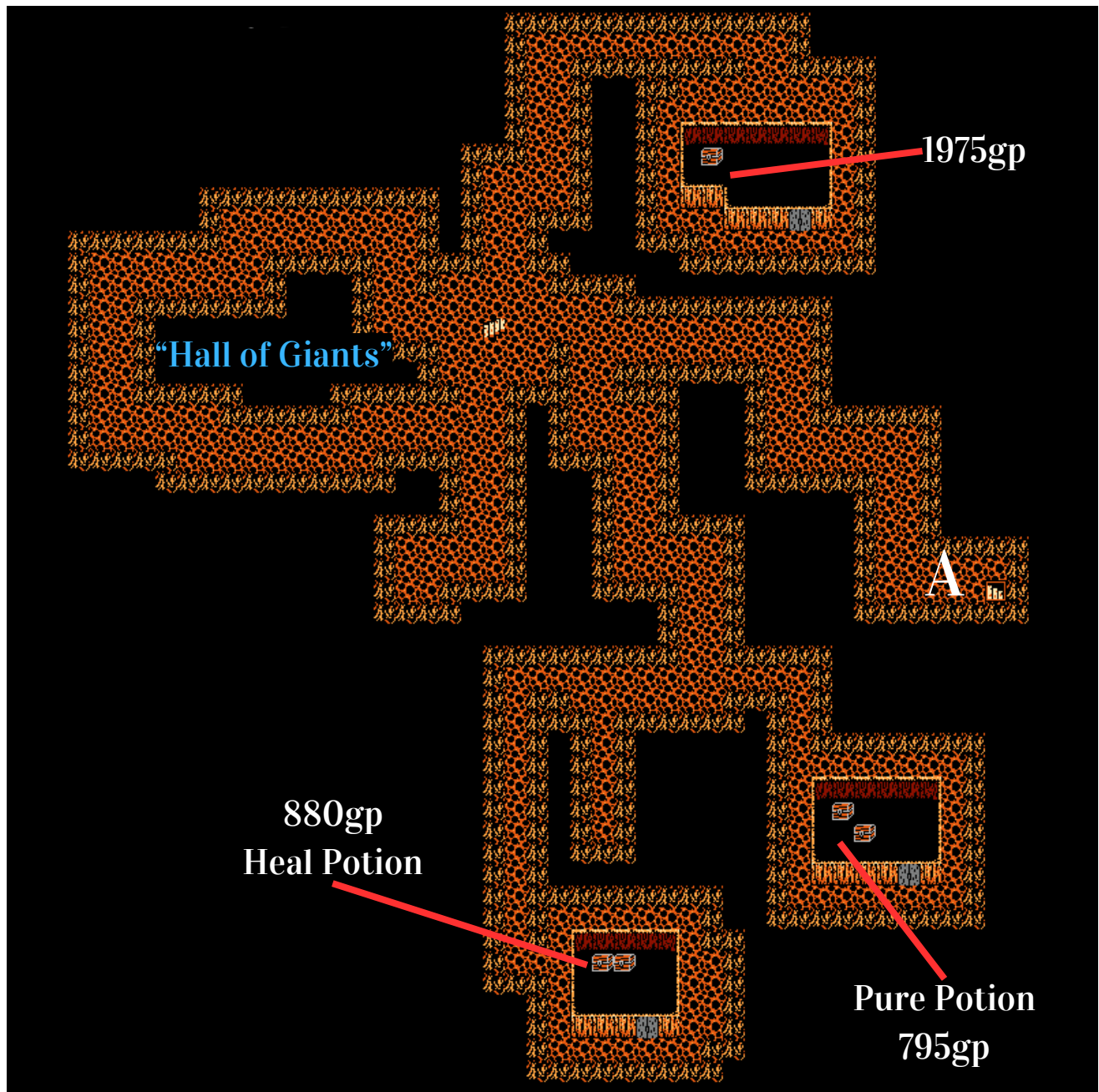
Weapons	
Iron Staff	200gp
Sabre	450gp
Long Sword	1500gp
Falchion	450gp

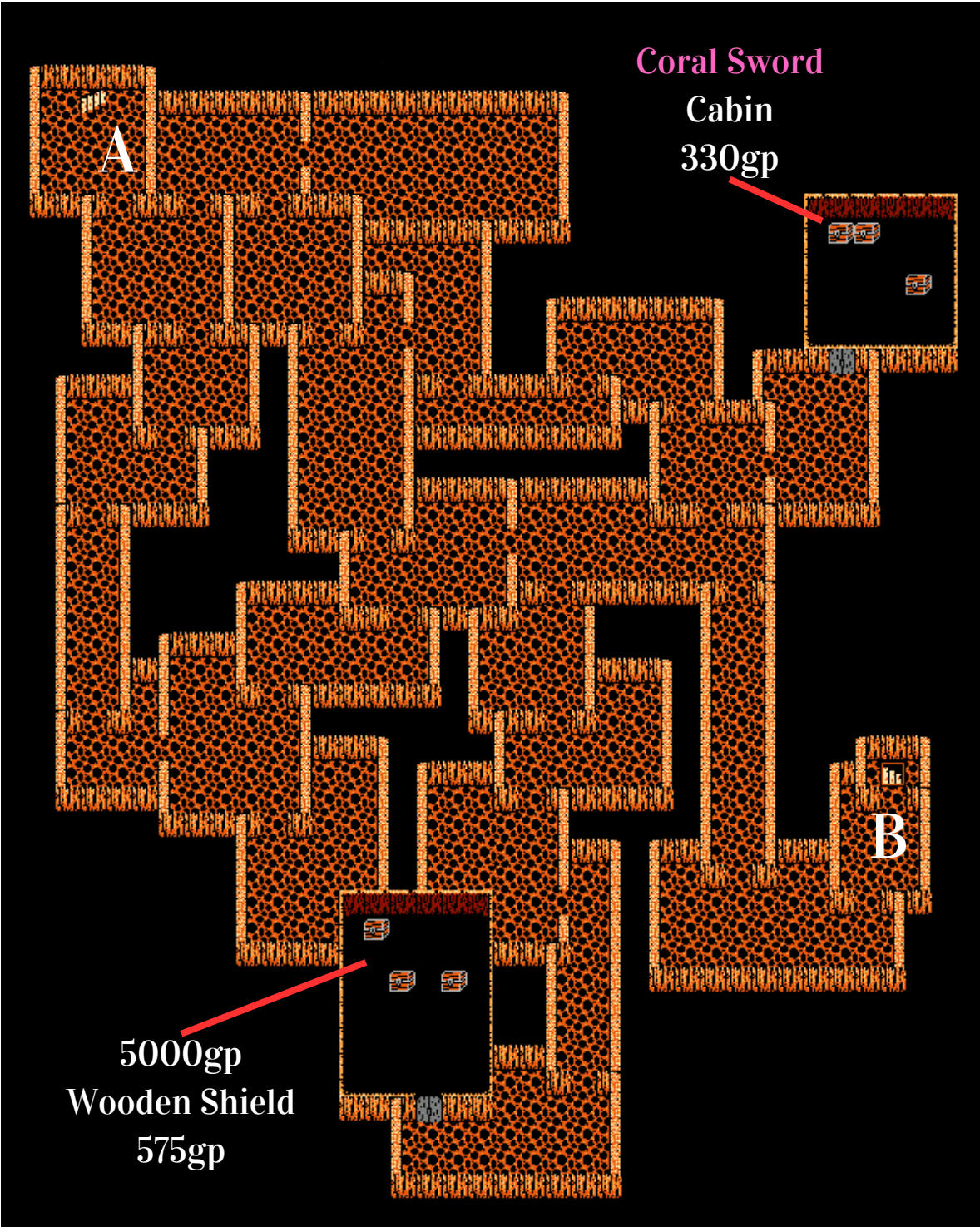
Armor	
Steel Armor	45000gp
Silver Armlet	5000gp
Iron Helmet	450gp
Copper Gauntlets	200gp
Iron Gauntlets	750gp

LV5 Black Magic	
FIRE3	8000gp
BANE	8000gp
WARP	8000gp
SLOW2	8000gp

LV5 White Magic	
CURE3	8000gp
LIFE	8000gp
HARM3	8000gp
HEAL2	8000gp

# Earth Cave (1st Visit)





Coral Sword

Cabin

330gp

A

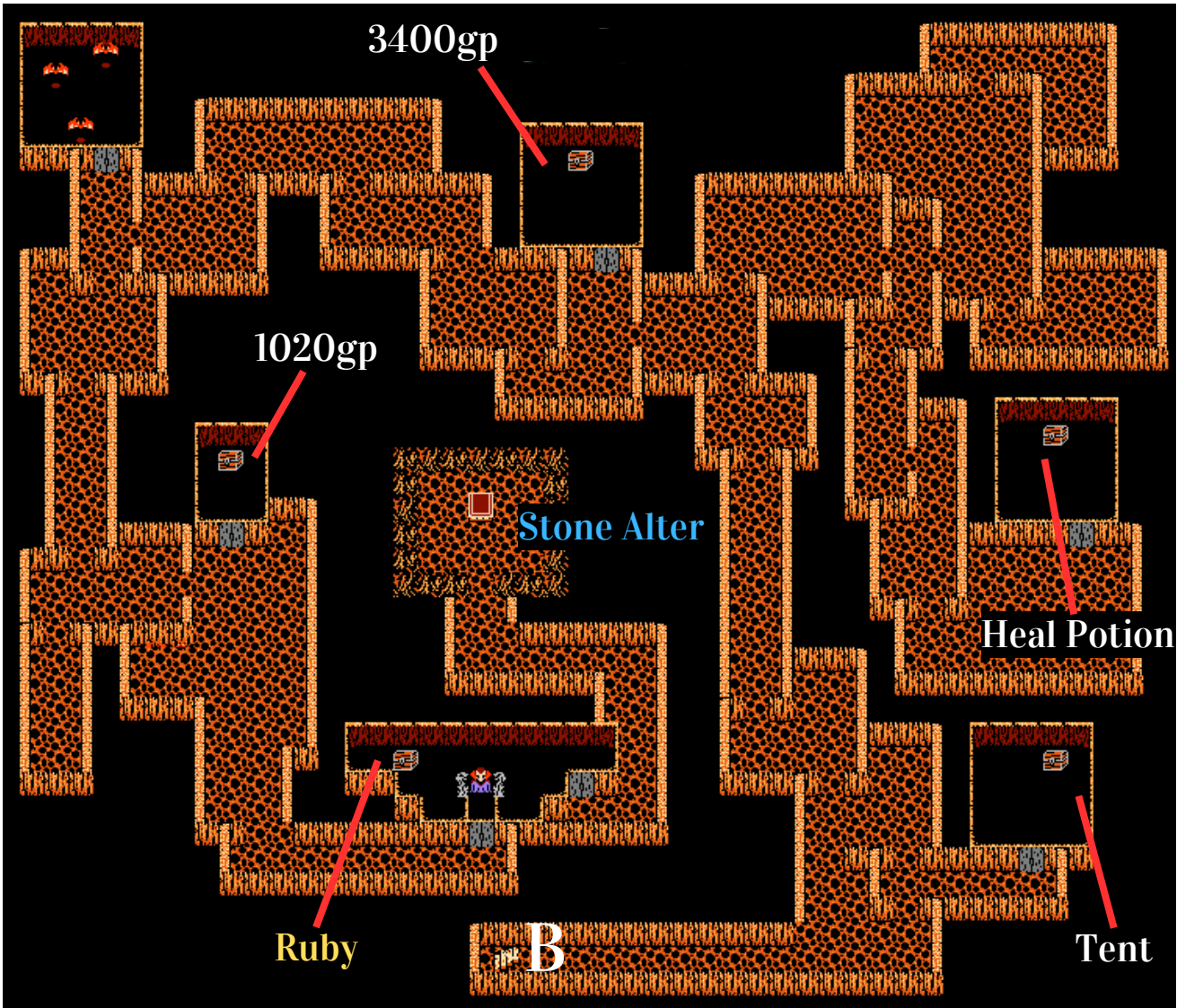
B

5000gp

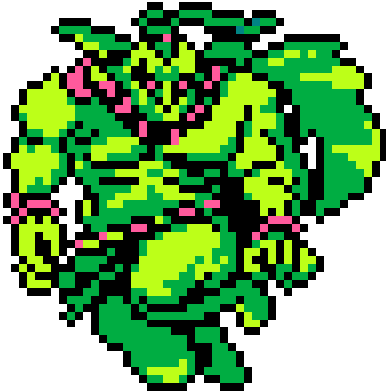
Wooden Shield

575gp

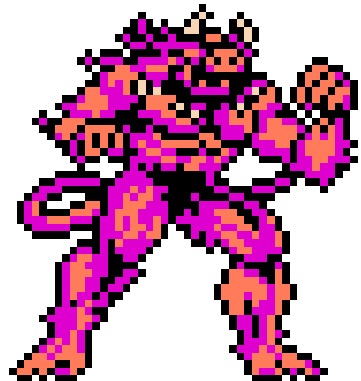




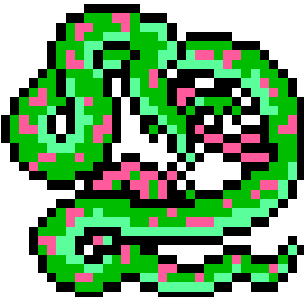
# Giant

	HP: 240	GP: 879	EXP: 879
	1HIT: 38-76	ABSORB: 12	EVADE: 24%
	Powerful enemy with high resistance to magic. Not a common foe in the Earth Cave, outside of the “Hall of Giants.” Also found around Crescent Lake.		

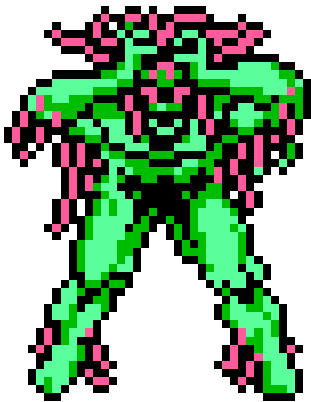
# Bull

HP: 164	GP: 489	EXP: 489	
2HIT: 22-44	ABSORB: 4	EVADE: 24%	
Also known as Minotaur. Strong fighters that usually appear in groups of 1-2. Common near Crescent Lake.			

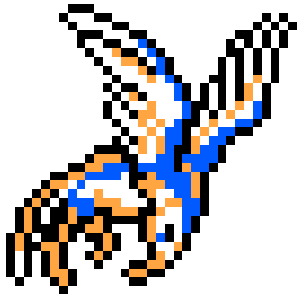
# Cobra

	HP: 80	GP: 50	EXP: 165
	1HIT: 22-44	ABSORB: 10	EVADE: 18%
	Though this snake bears no poison, it has a high chance of scoring a critical hit.		

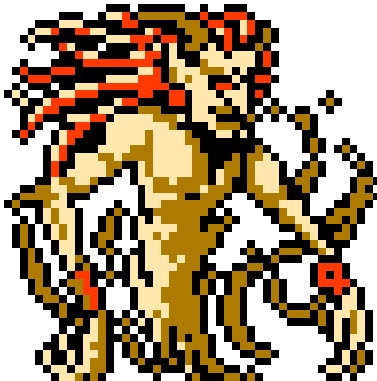
# Troll

	HP: 184	GP: 621	EXP: 621
	3HIT: 24-48	ABSORB: 12	EVADE: 24%
	Trolls have a three-hit attack and HP <b>regeneration</b> . Common in the lower depths of the Earth Cave, as well as around Crescent Lake.		

# Cockatrice

HP: 50	GP: 200	EXP: 186	
1HIT: 1-2	ABSORB: 4	EVADE: 36%	
With a single attack, these enemies can petrify. As they usually appear in large groups, its best to wipe them out quickly with magic.			

# Earth (Elemental)

	HP: 288	GP: 768	EXP: 1536
	1HIT: 66-132	ABSORB: 20	EVADE: 9%
	Massive damage plus high physical and magic defense makes these foes terrifying. Mainly encountered guarding treasure.		

# The Hall of Giants

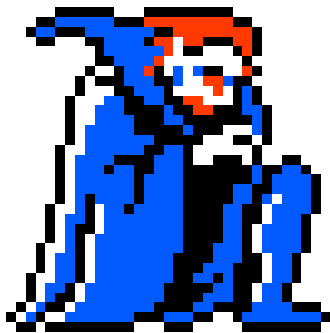
Upon entering the **Earth Cave**, immediately to your left is a looping corridor that goes nowhere. If you step into this corridor, you will be caught in a trap of sorts: with every step you will be attacked by one or two **Giants**, along with some Iguanas. Though this corridor can be a great source for experience and gold, the fights can be tough so caution is advised.

## Earth Elementals

There are numerous treasures scattered throughout the Earth Cave, most notably a chest on the second floor containing the **Coral Sword**. However, many chests have guardians. On the upper levels expect to face multiple **Earth Elementals** if you are looking to open every chest. High HP, Absorb, Magic Defense, and Attack Power easily make these one of the most dangerous opponents you will face in this dungeon.

## Mini-Boss: Vampire

At the end of the third floor is a dark chamber where the **Vampire** awaits. Despite his arrogant boasting before the battle, he is likely to be no match for your party. After his defeat you will obtain the **Ruby** and if you search the passage behind his lair you will come upon a mysterious **stone alter**. For now all you can do is return to the surface, and when you do you may be surprised to learn that rot and decay continue to run rampant.

	HP: 156	GP: 2000	EXP: 1200
	1HIT: 76-152	ABSORB: 24	EVADE: 36%
	Despite a strong, <b>paralyzing</b> attack and HP <b>regeneration</b> , the Vampire can easily be slain with fire. Can also <b>paralyze</b> with the <b>DAZZLE</b> ability.		

# Titan's Tunnel

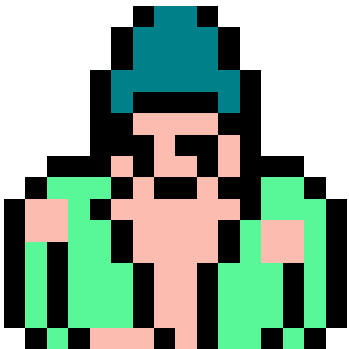
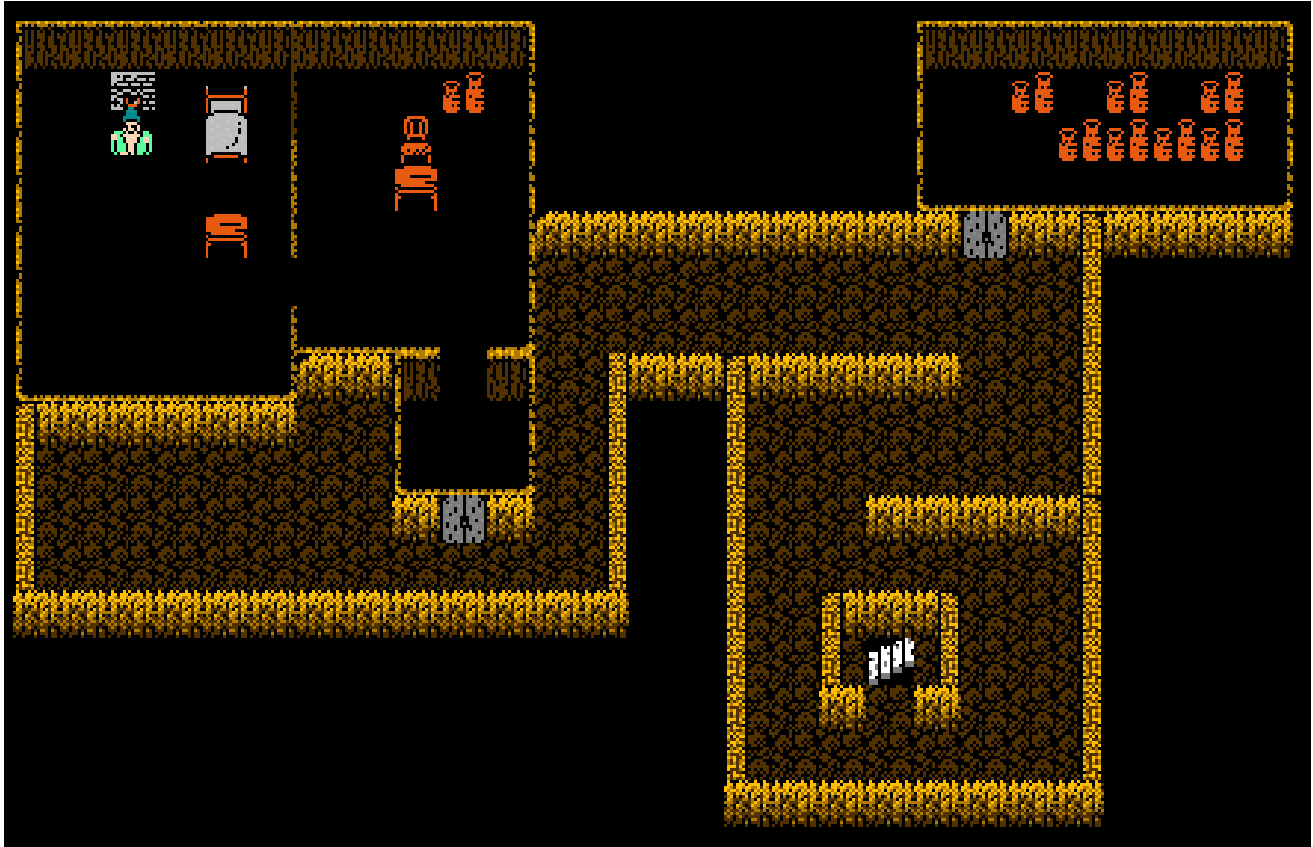


West of Melmond is a tunnel guarded by a very large **Titan** who demands a **Ruby** before he'll let you through. One can be found in the possession of the Vampire who hides in the Earth Cave. Once you have gained passage, search the southern chamber to obtain a Silver Helmet, the **Great Axe**, 450gp, and 620gp.



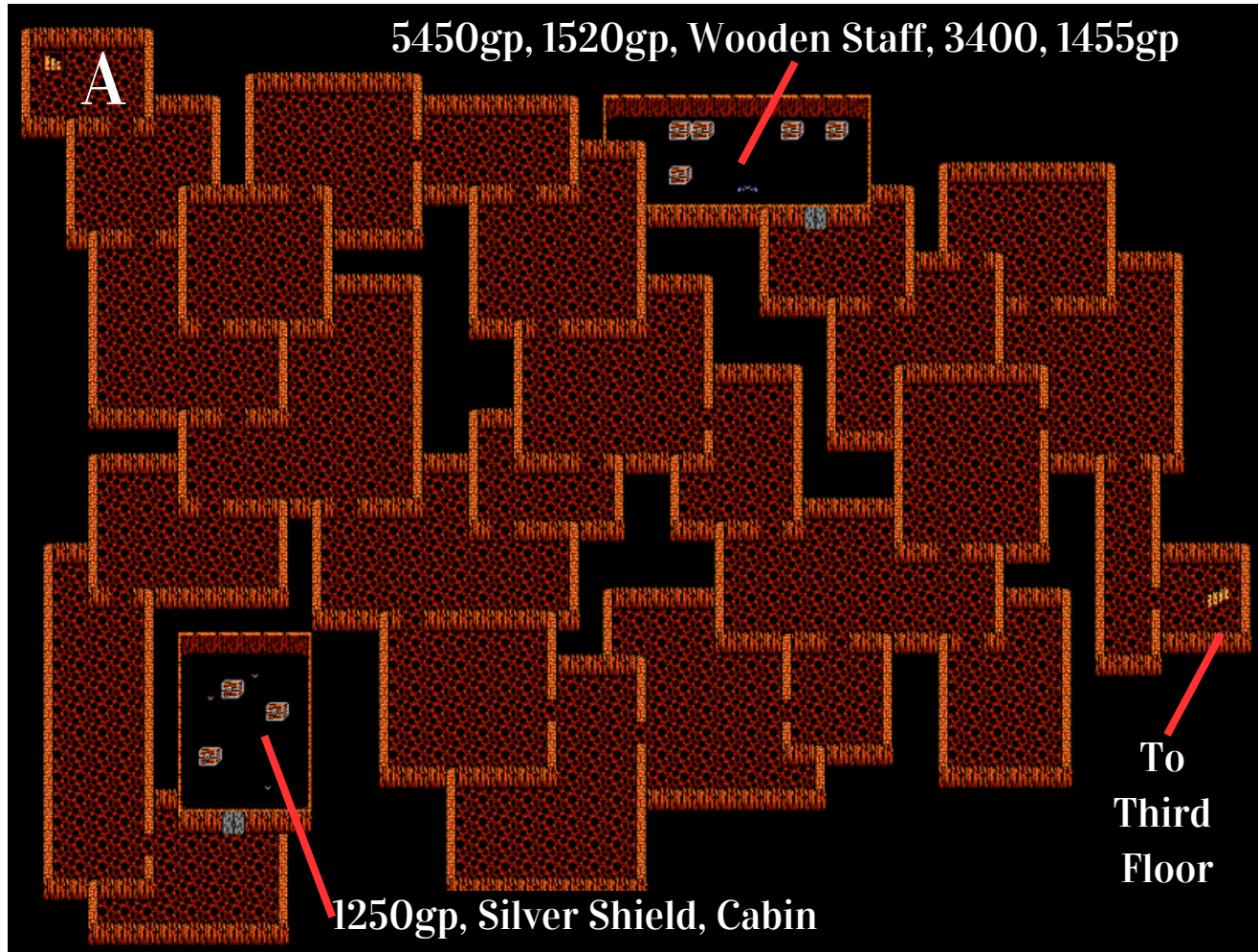


# Sarda's Cave



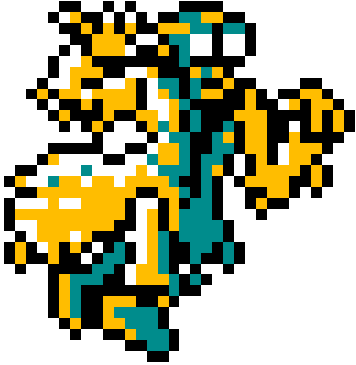
Beyond the **Titan's Tunnel** lies an isolated peninsula. There you will find the home of **Sarda**, a wise and powerful sage. He will reveal important information to the party: the true cause of the rot lies beyond the Vampire, in the greater depths of the Earth Cave. He will then gift you with the **Rod** and directs you to use it on the **stone alter** found there. In doing so, you will open the way to the dark domain beyond.

# Earth Cave (2nd Visit)






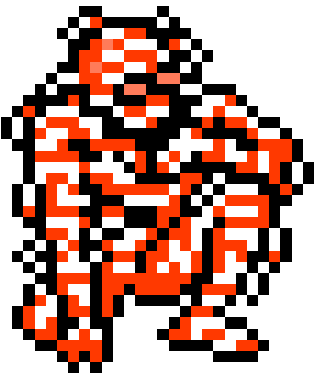
# Specter

	HP: 52	GP: 150	EXP: 150
	1HIT: 20-40	ABSORB: 12	EVADE: 21%
	Another undead foe with the ability to inflict <b>paralysis</b> with every attack.		

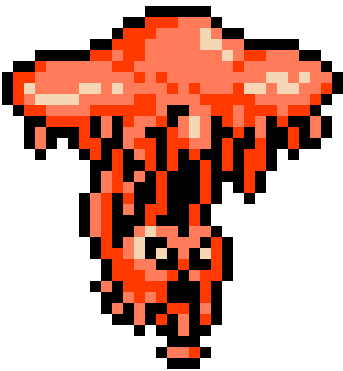
# Image

HP: 86	GP: 231	EXP: 231	
1HIT: 22-44	ABSORB: 4	EVADE: 45%	
Not only can it <b>paralyze</b> with its attacks, its can be incredibly hard to hit with a wepaon.			

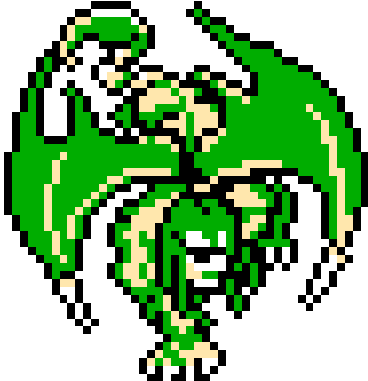
# Mummy

	HP: 80	GP: 300	EXP: 300
	1HIT: 30-60	ABSORB: 20	EVADE: 12%
	Mummies can put you to <b>sleep</b> with their attacks. A high Absorb stat makes them resilient.		

# Ooze

	HP: 76	GP: 70	EXP: 252
	1HIT: 32-64	ABSORB: 6	EVADE: 3%
	Has a powerful attack, but they are easily defeated with a simple attacks. Their most notable attribute is their rarity.		

# Sphinx

HP: 228	GP: 1160	EXP: 1160	
3HIT: 23-46	ABSORB: 12	EVADE: 60%	
These can be a tough fight due to a very high Evade stat. Encountered here only as chest guardians, but also can be found around the Castle of Ordeals.			

# Boss: Lich

At the bottom of the Earth Cave you will at last come face to face with the **Lich**, first of **the Four Fiends**. He is the source of the death and decay above, a side effect of him draining the energy of the **Earth Crystal**. Defeat him in a fierce battle of magic to break his hold over the Crystal and restore the Earth element to its normal course!



HP: 400

GP: 3000

EXP: 2200

1HIT: 40-80

ABSORB: 40

EVADE: 12%

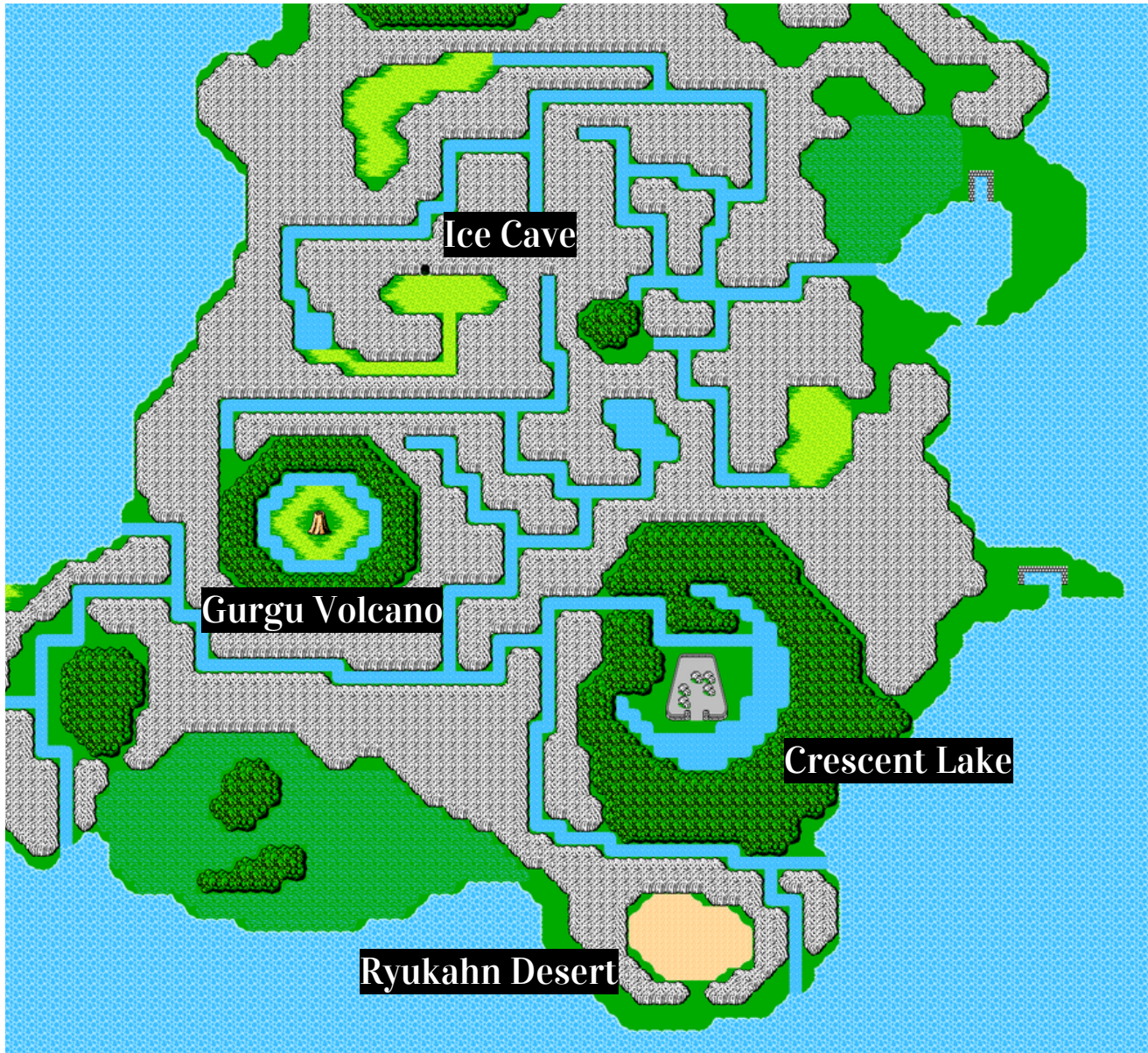
Will use **SLEEP**, **SLEEP2**, **FAST**, **LIT2**, **HOLD**, **FIRE2**, **SLOW**, and **ICE2**. Can also **paralyze** with his attacks.

He does have very high magic defense but being undead he can still take good damage from Fire and Harm spells.



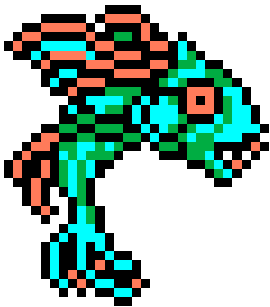


# Gurgu Region

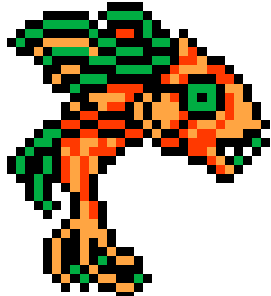




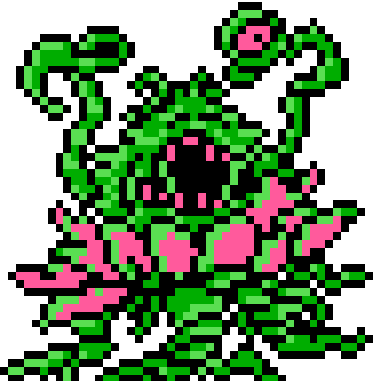
# Caribe

	HP: 92	GP: 20	EXP: 240
	1HIT: 22-44	ABSORB: 0	EVADE: 36%
	You will sigh in relief when you encounter these foes. They will provide a nice break from the far more dangerous enemies haunting the rivers.		

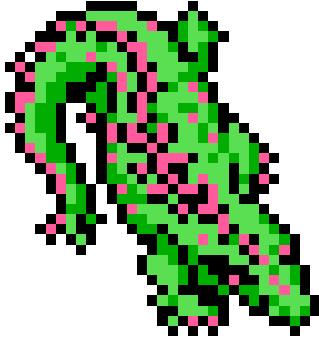
# Red Caribe

HP: 172	GP: 46	EXP: 546	
1HIT: 37-74	ABSORB: 20	EVADE: 36%	
Though tougher than a normal Caribe, its still far less of a threat than the Frost Gators they are found with.			

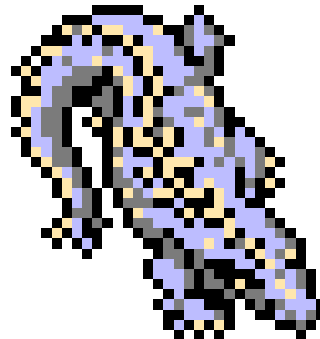
# Ocho

	HP: 208	GP: 102	EXP: 1224
	3HIT: 20-40	ABSORB: 24	EVADE: 12%
	Ochos hit hard with three strikes that inflict <b>poison</b> . Like most creatures that inhabit the rivers, it has a weakness to Lit spells.		

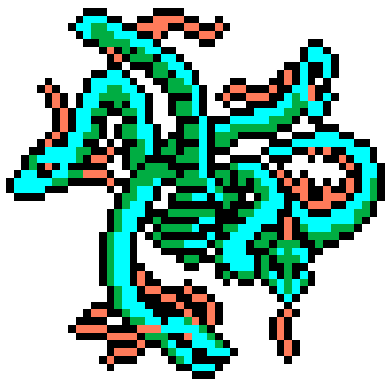
# Gator

	HP: 184	GP: 900	EXP: 816
	2HIT: 42-84	ABSORB: 16	EVADE: 24%
	An enemy that is far more dangerous than it looks due to a highly powerful double attack.		

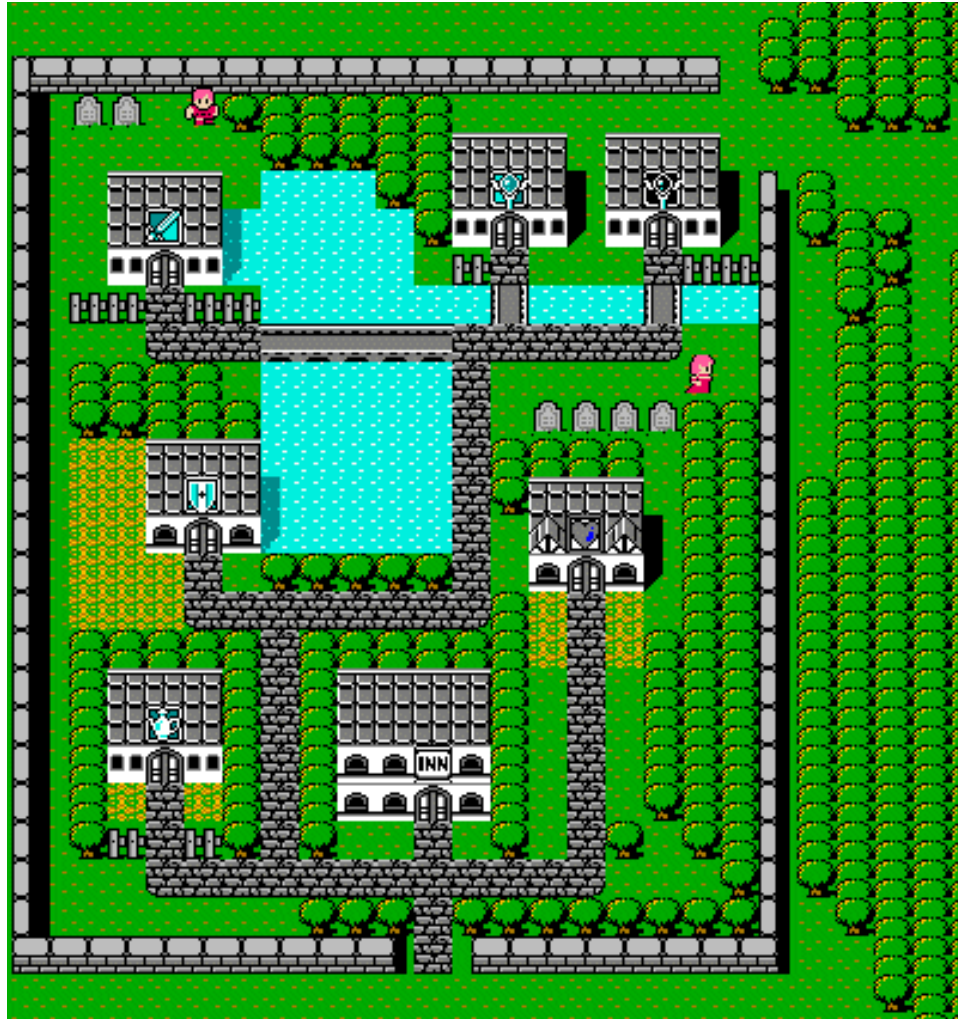
# Frost Gator

HP: 288	GP: 2000	EXP: 1890	
2HIT: 56-112	ABSORB: 20	EVADE: 24%	
High HP and Absorb mean that these things will stay around long enough to do massive damage with their deadly attacks. Absolutely terrifying.			

# Hydra

	HP: 212	GP: 150	EXP: 915
	3HIT: 30-60	ABSORB: 14	EVADE: 18%
	Deals heavy damage with a three-hit attack. May appear in pairs and/or accompanied by Ochos.		

# Crescent Lake

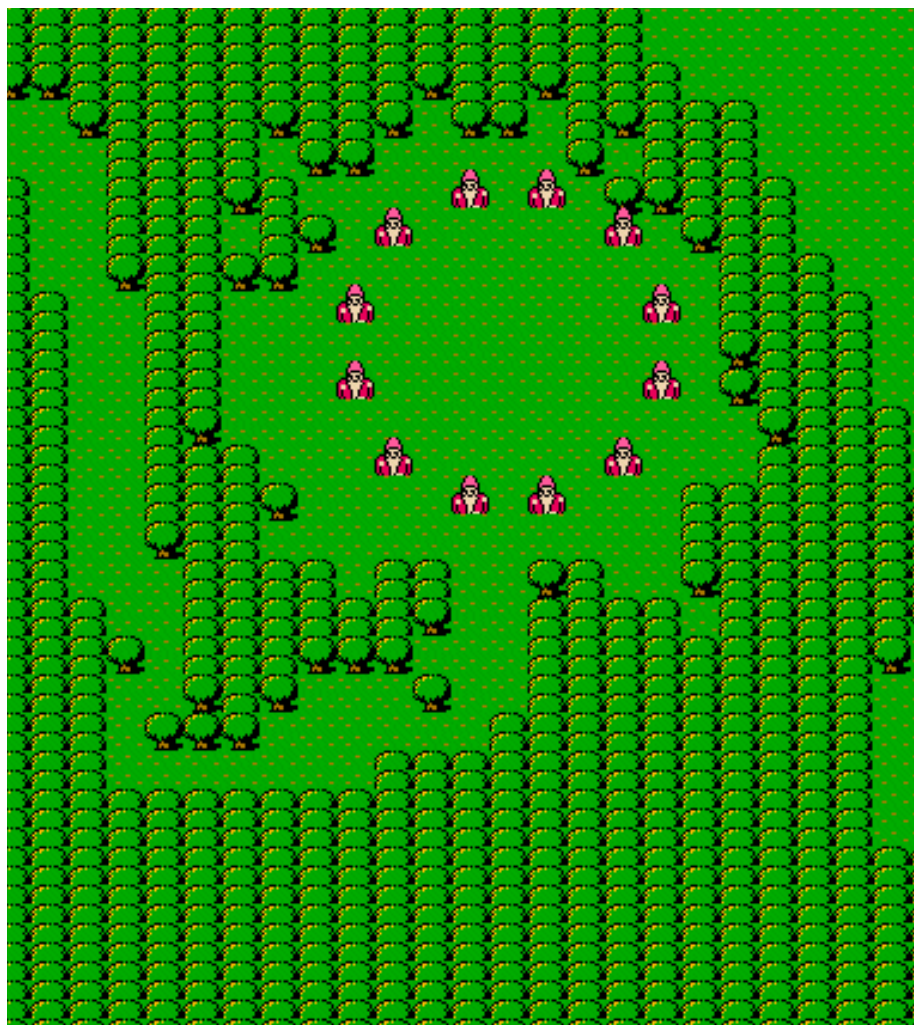


A

Inn: 200gp	Clinic: 400gp
------------	---------------

**Crescent Lake** is a town located on the eastern side of the Southern Continent, and is accessible by sailing to the southern port on the eastern shores and walking south along the mountains until you see the lake the town gets its name from. Crescent Lake is host to the **Circle of Sages**, a collection of wise-men lead by the prophet **Lukah**, who bear great knowledge pertaining to the nature of your dangerous journey.

A



## Destiny of the Warriors of Light

Enter the forest path near the Black Magic shop to find the **Circle of Sages**. Here at last you learn how the four **Elemental Crystals** lost their light: the **Four Fiends** seized their power and are now turning it to their own vile purposes. Having defeated the Lich already, you will notice that one of the **Orbs** you carry has regained its light, reflecting the restoration of the Earth Crystal. But the three other Orbs remain dark. You will have to defeat the remaining Four Fiends before each Orb shines again.

With the defeat of the Lich, the Sage next to Lukahn will give you a **Canoe**. The vessel allows you to travel through shallow water, giving you access to your next destination, **Gurgu Volcano**, where the fiend **Kary** and the **Fire Crystal** await.

Weapons	
Silver Knife	800gp
Silver Sword	4000gp
Silver Hammer	2500gp
Silver Axe	4500gp

Armor	
Silver Armor	7500gp
Silver Shield	2500gp
Buckler	2500gp
Silver Helmet	2500gp
Silver Gauntlets	2500gp

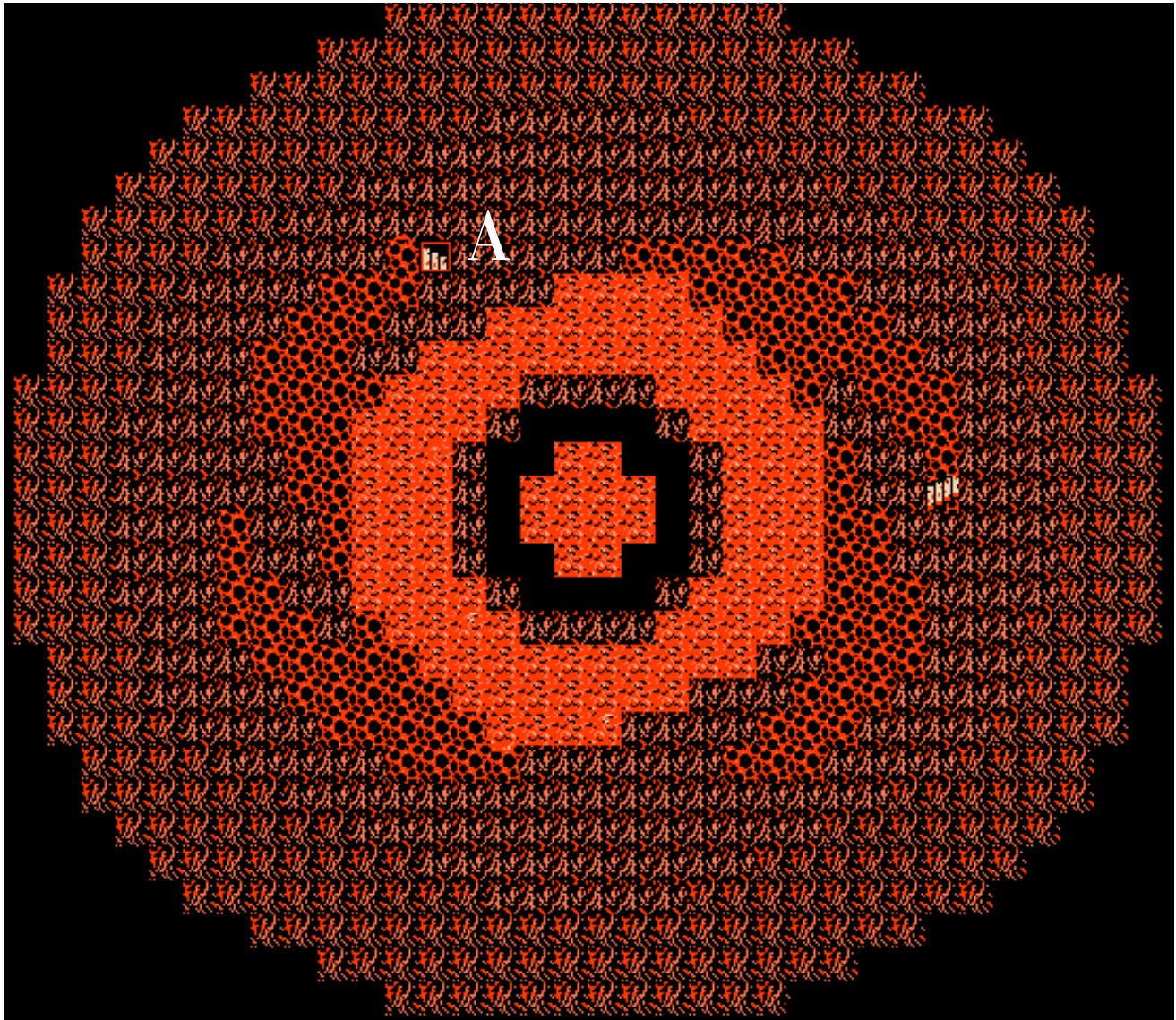
Items			
Heal Potion	60gp	Cabin	250
Pure Potion	75gp	House	3000gp

LV6 Black Magic	
LIT3	20000gp
RUB	20000gp
QUAKE	20000gp
STUN	20000gp

LV6 White Magic	
SOFT	20000gp
EXIT	20000gp
FOG2	20000gp
INVIS2	20000gp

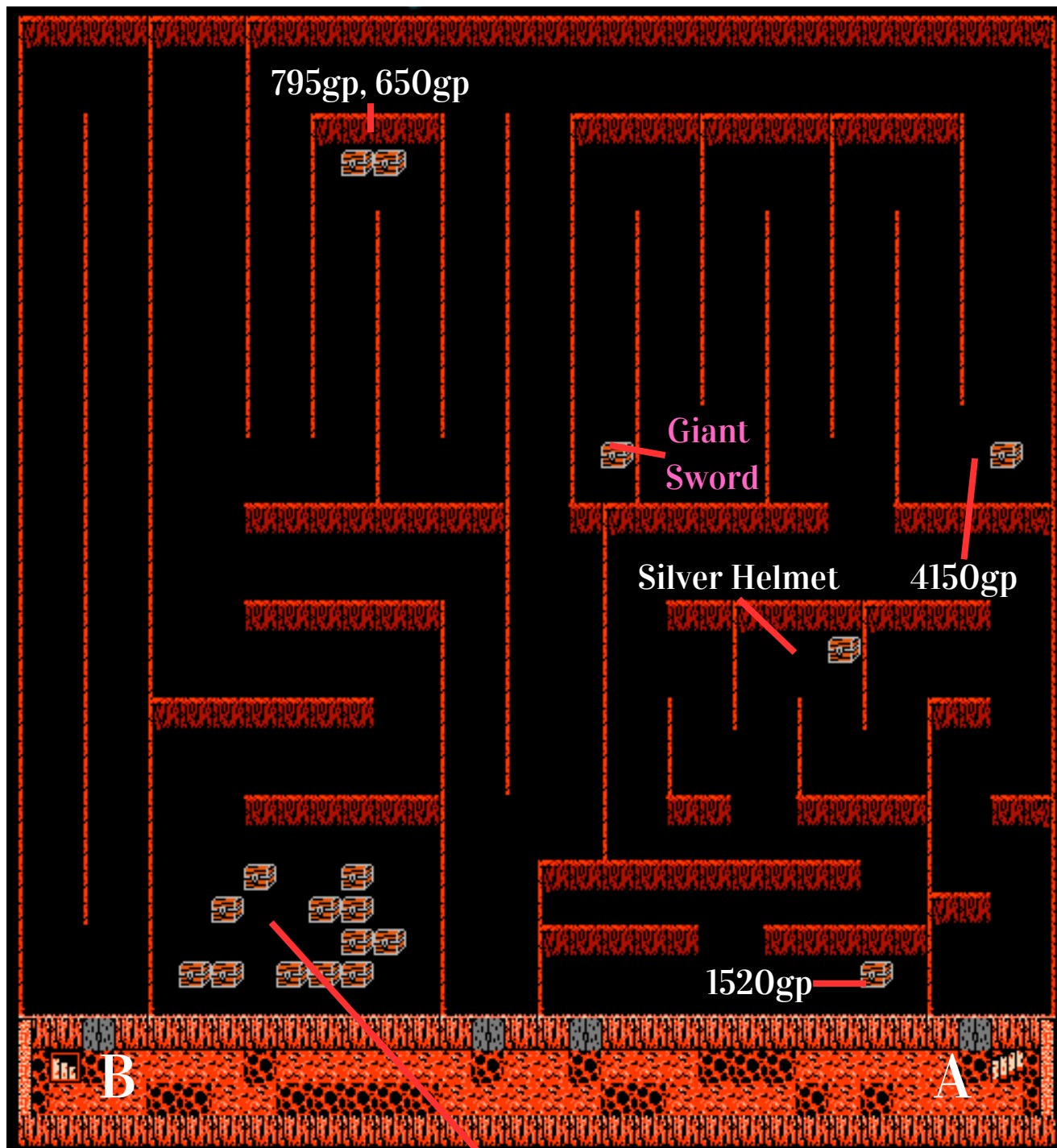


# Gurgu Volcano



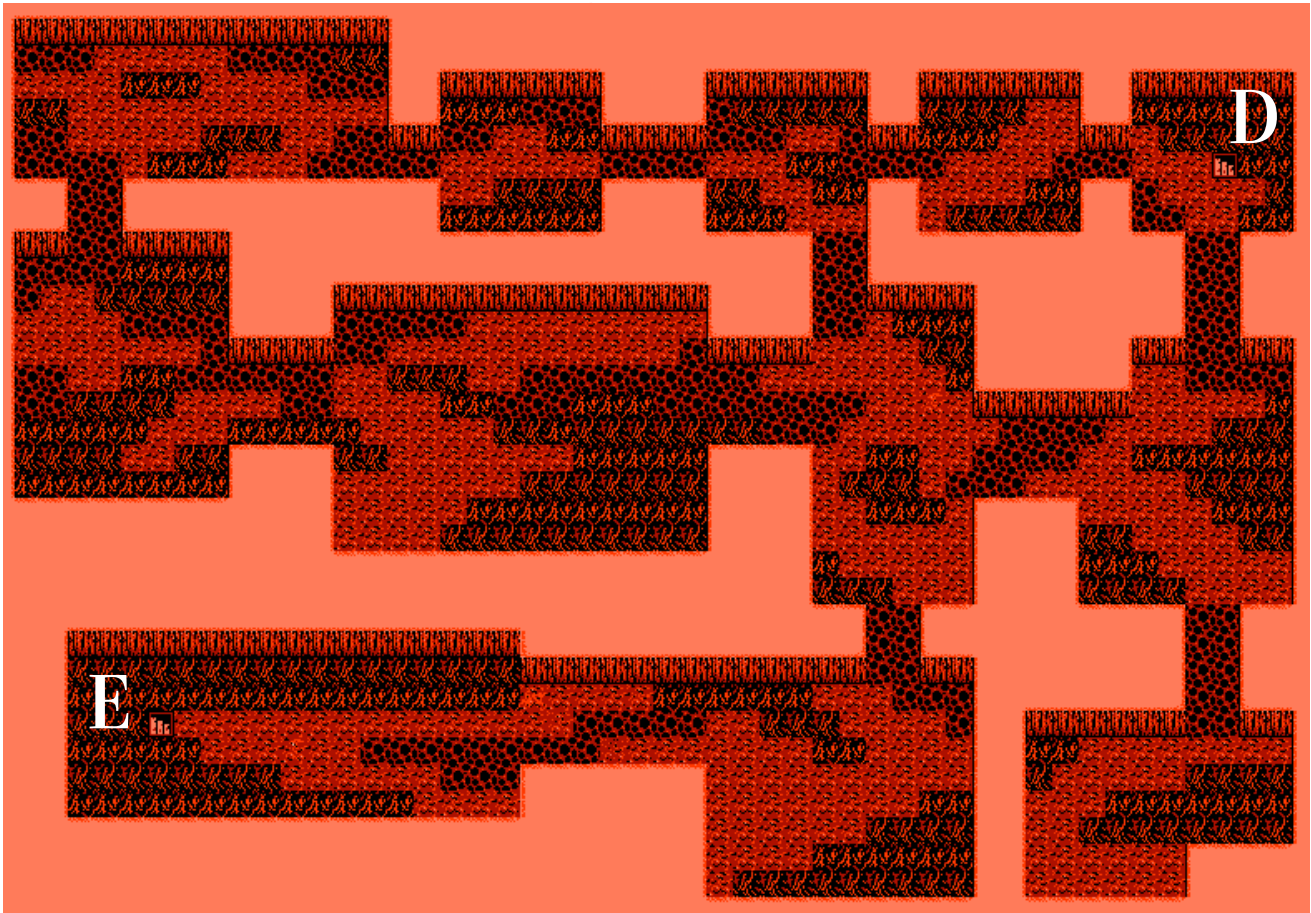
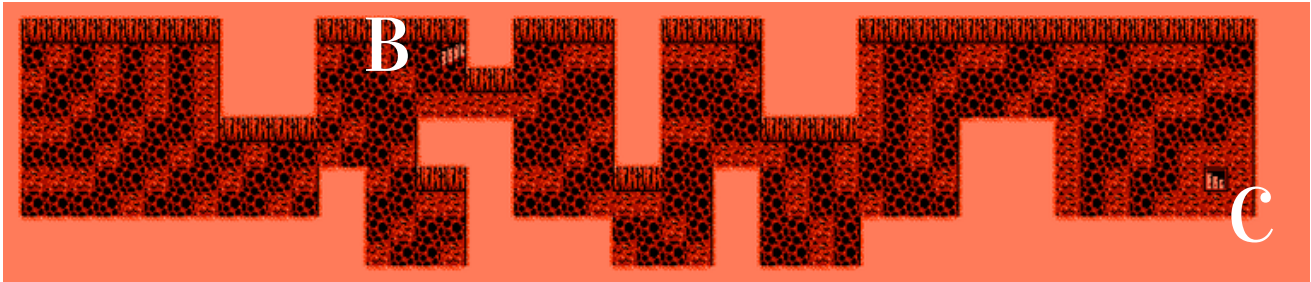
## The Lava Trail

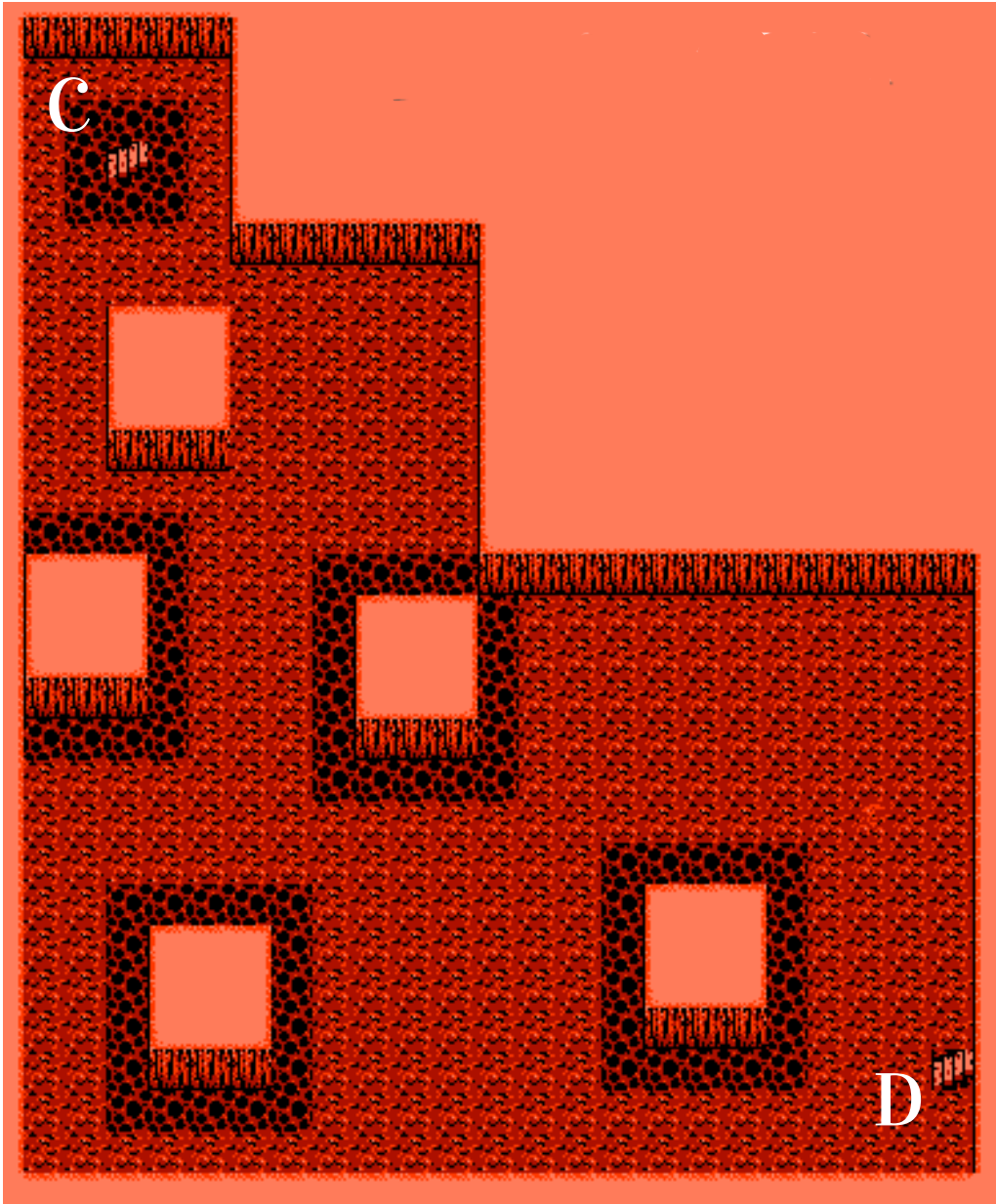
As if navigating the monster infested river-maze wasn't hard enough, reaching the Fire Crystal that lies deep beneath **Gurgu Volcano** will prove to be an incredibly daunting task. In between battles against a plethora of powerful foes, the Warriors of Light must navigate tunnels and caverns filled with **damaging lava**. Bring plenty of healing for it is a long trip back to civilization.

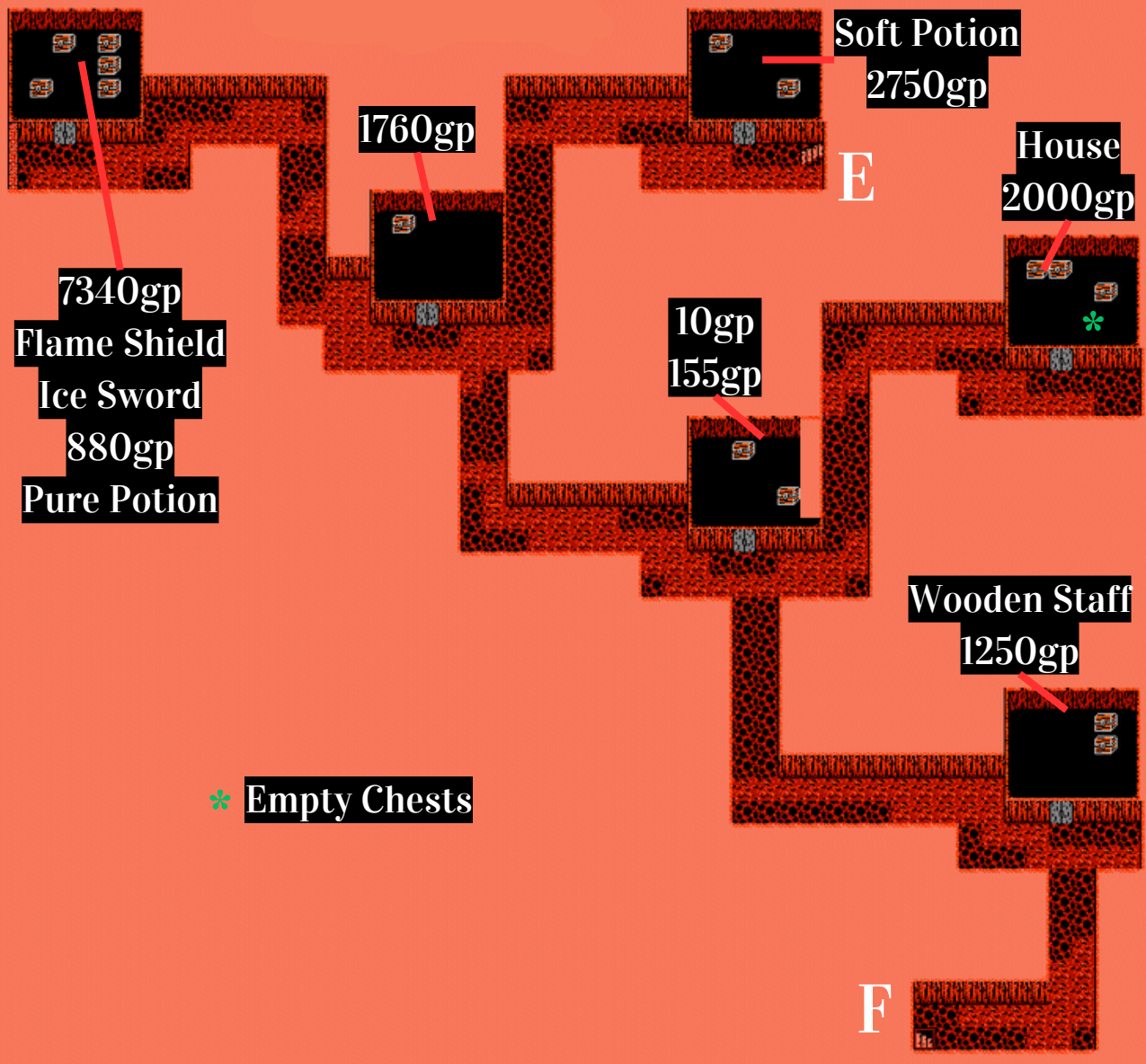


6710gp, Heal Potionx2, Pure Potion, Cabin, Silver Gauntlets,  
Silver Helmet, Silver Shield, Silver Axe









7340gp  
Flame Shield  
Ice Sword  
880gp  
Pure Potion

1760gp

Soft Potion  
2750gp

E

House  
2000gp

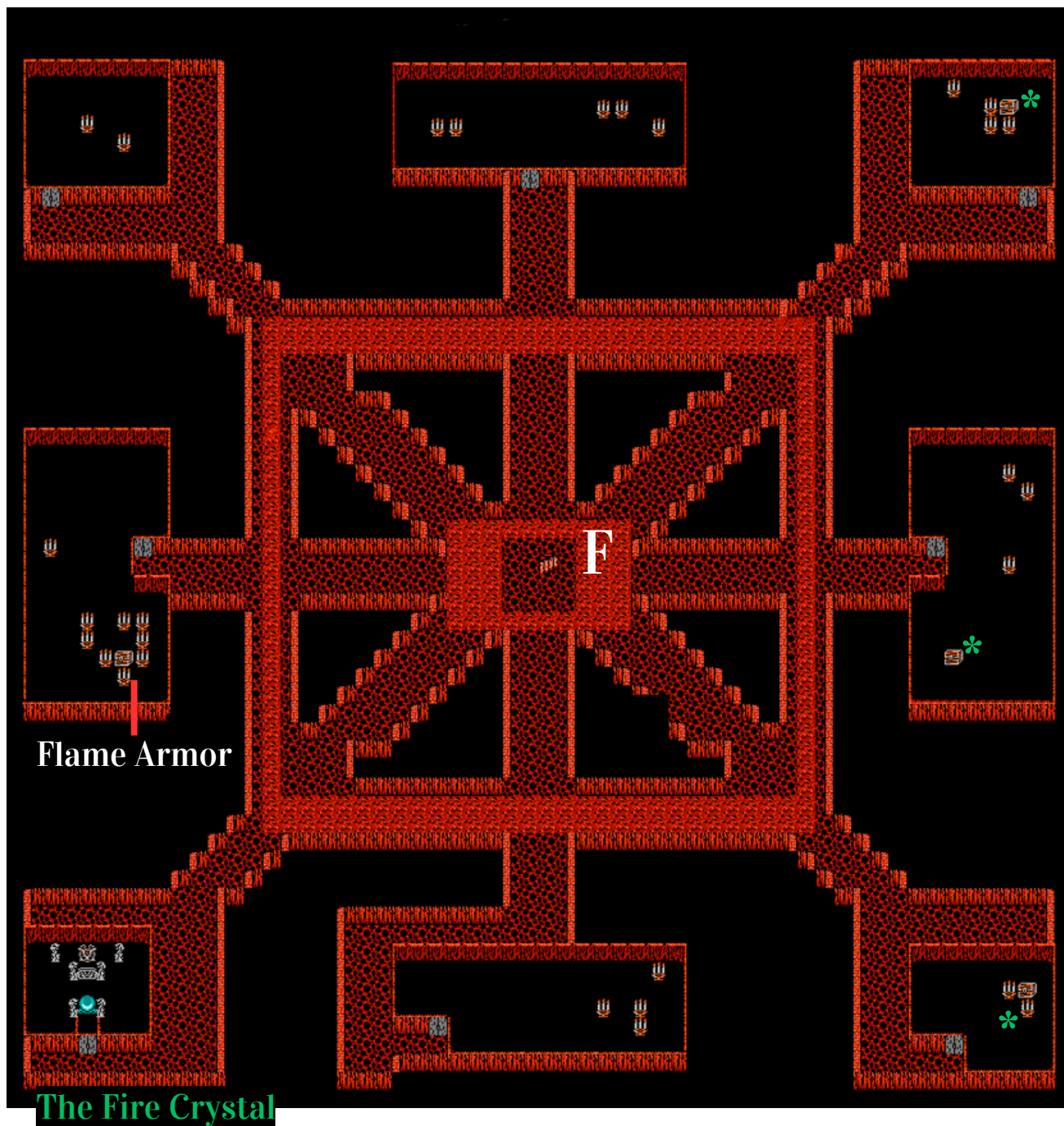
10gp  
155gp

Wooden Staff  
1250gp

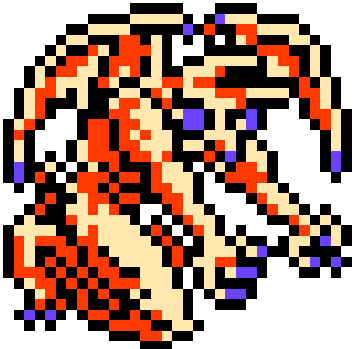
\* Empty Chests

F

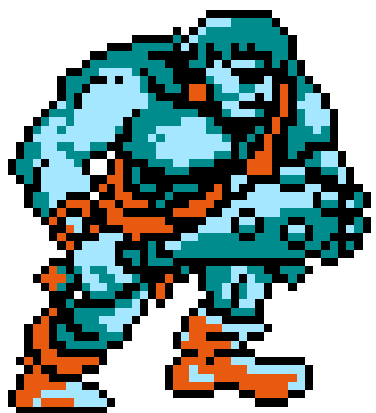





# Red Gargoyle

	HP: 94	GP: 387	EXP: 387
	4HIT: 10-20	ABSORB: 32	EVADE: 36%
	Uses <b>FIRE</b> , <b>FIRE2</b> , and <b>HOLD</b> . As they always appear in groups, a barrage of Fire spells is likely.		

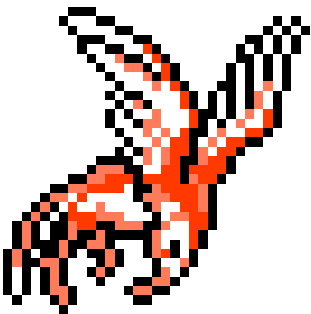
# Wizard Ogre

HP: 144	GP: 723	EXP: 723	
1HIT: 23-46	ABSORB: 10	EVADE: 27%	
Usually starts by casting <b>RUSE</b> , which will raise its Evade to 67%. Also knows <b>DARK</b> , <b>SLEEP</b> , <b>HOLD</b> , and <b>ICE2</b> .			

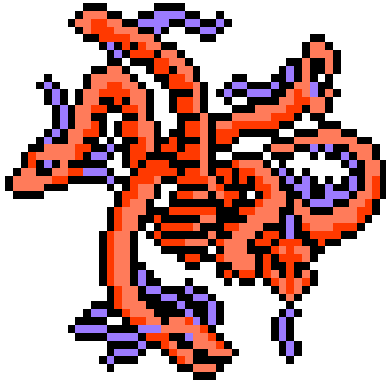
# Pede

	HP: 222	GP: 300	EXP: 1194
	1HIT: 39-78	ABSORB: 20	EVADE: 24%
	Well rounded enemies with a <b>poisonous</b> attack. May also be found outside Crescent Lake. Prone to running away.		

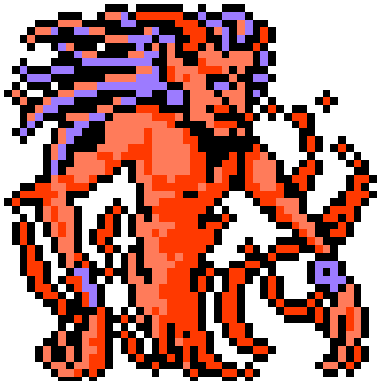
# Perilisk

	HP: 44	GP: 500	EXP: 423
	1HIT: 20-40	ABSORB: 4	EVADE: 36%
	Has a 25% chance of using <b>SQUINT</b> , an ability that can instantly <b>KO</b> its target. Always appears in groups, so wipe them out quickly with magic.		

# Red Hydra

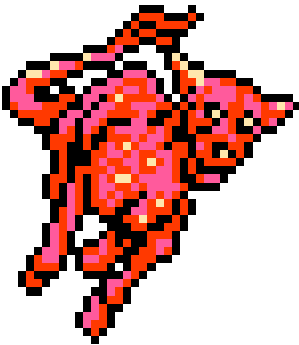
HP: 182	GP: 400	EXP: 1215	
3HIT: 20-40	ABSORB: 14	EVADE: 18%	
Not as strong as a normal Hydra, but it can use <b>CREMATE</b> , an ability that is similar in power to the Fire2 spell.			

# Fire (Elemental)


	HP: 276	GP: 800	EXP: 1620
	1HIT: 50-100	ABSORB: 20	EVADE: 21%
	An enemy similar to an Earth Elemental. Often attacks in pairs. Weak to Ice spells.		



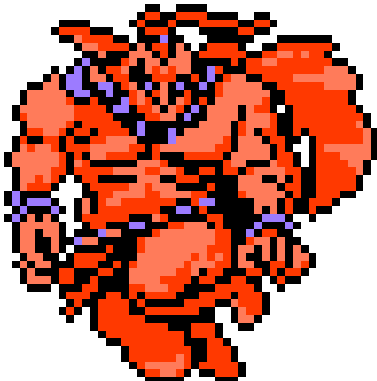
# Cerebus

	HP: 192	GP: 600	EXP: 1182
	1HIT: 30-60	ABSORB: 8	EVADE: 24%
	May use <b>SCORCH</b> , an attack that deals weak fire damage to the entire party. Often found alongside Wizard Ogres.		

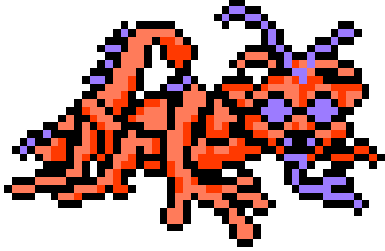
# Grey Worm

HP: 280	GP: 400	EXP: 1671	
1HIT: 50-100	ABSORB: 31	EVADE: 2%	
These gigantic, solitary worms are commonly encountered guarding chests in Gurgu Volcano.			

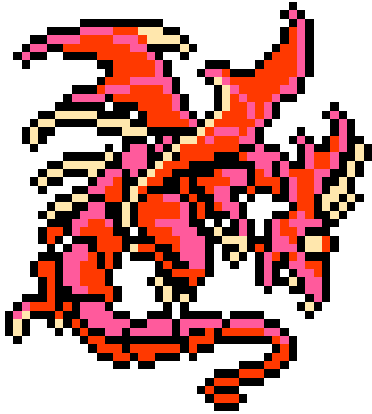
# Red Giant

	HP: 300	GP: 1506	EXP: 1506
	1HIT: 73-146	ABSORB: 20	EVADE: 24%
	A stronger breed of Giant native to Gurgu Volcano. May appear in pairs.		

# Agama


	HP: 296	GP: 1200	EXP: 2472
	2HIT: 31-62	ABSORB: 18	EVade: 18%
	Usually uses the <b>HEAT</b> ability to deal moderate fire damage to your party. Though tough, they always appear alone.		

# Red Dragon

HP: 248	GP: 4000	EXP: 2904	
1HIT: 75-150	ABSORB: 30	EVade: 48%	
With its <b>BLAZE</b> ability, it can deal 128-256 damage to everyone in your party! One guards the Flame Armor on the lowest level of the Volcano.			

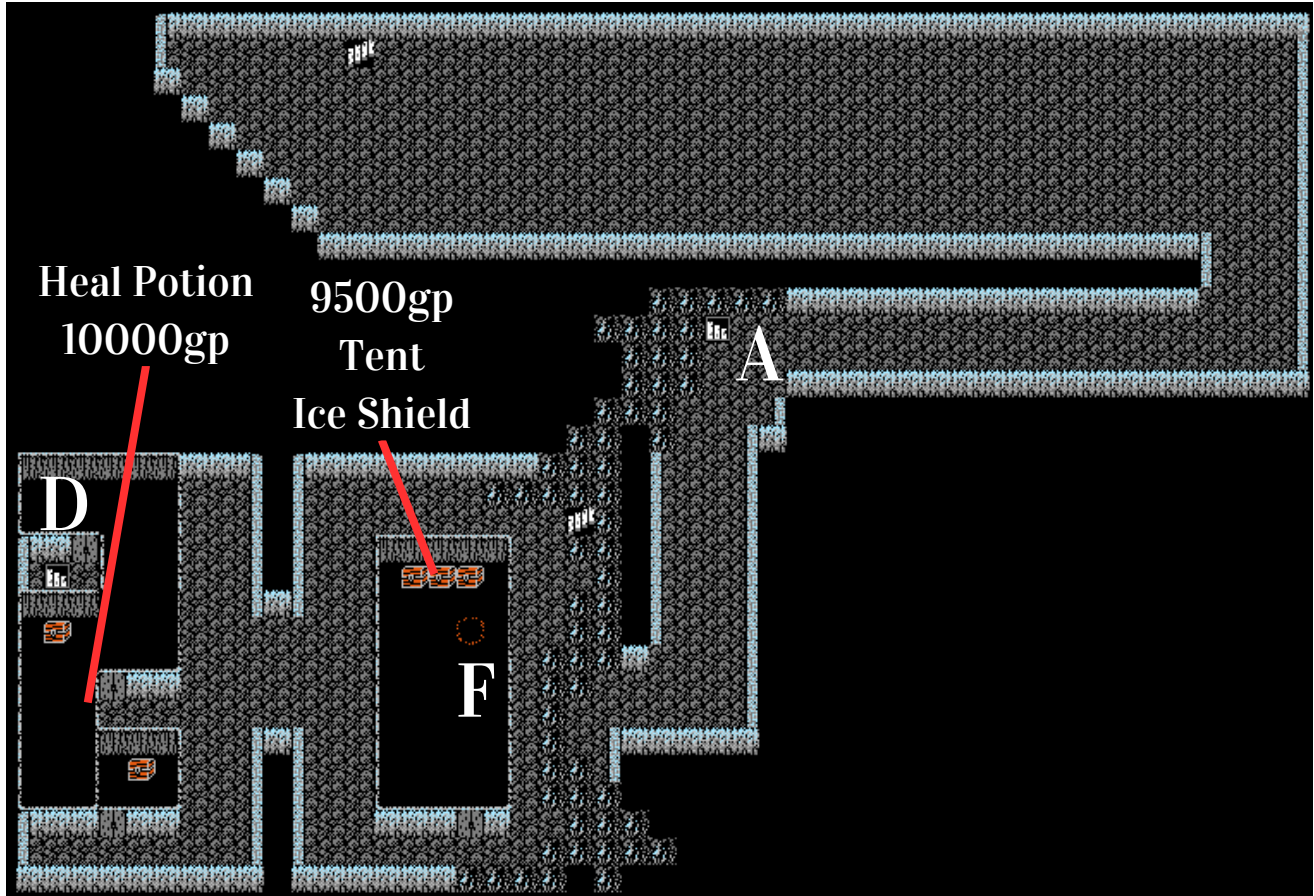
# Boss: Kary

The final obstacle between you and the **Fire Crystal** is **Kary** (called Marilith in the original Japanese release). After the long journey from Crescent Lake, this battle will drain every last bit of energy you have. But only with her defeat will the Fire Crystal be free from her influence. After the Crystal is restored, you will be returned to Crescent Lake for a well-deserved rest.

		
HP: 600	GP: 3000	EXP: 2475
6HIT: 40-80	ABSORB: 50	EVADE: 24%
Knows the spells <b>FIRE2</b> , <b>DARK</b> , and <b>HOLD</b> . However she is most dangerous when she use her devastating six-hit attack. Though she is resistant to elemental damage, she is weak to status ailments.		



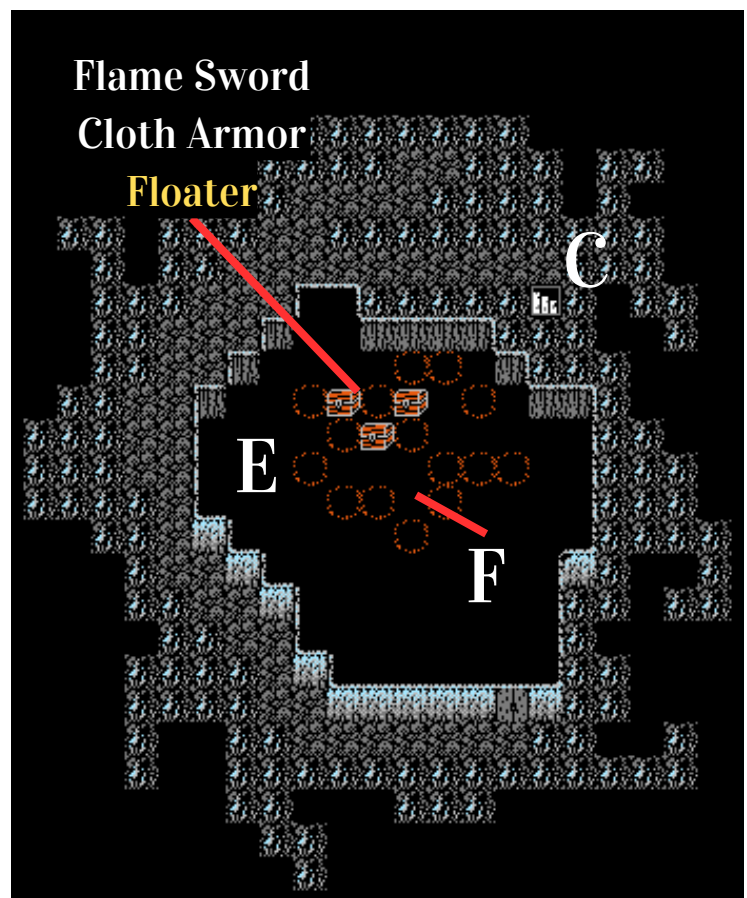
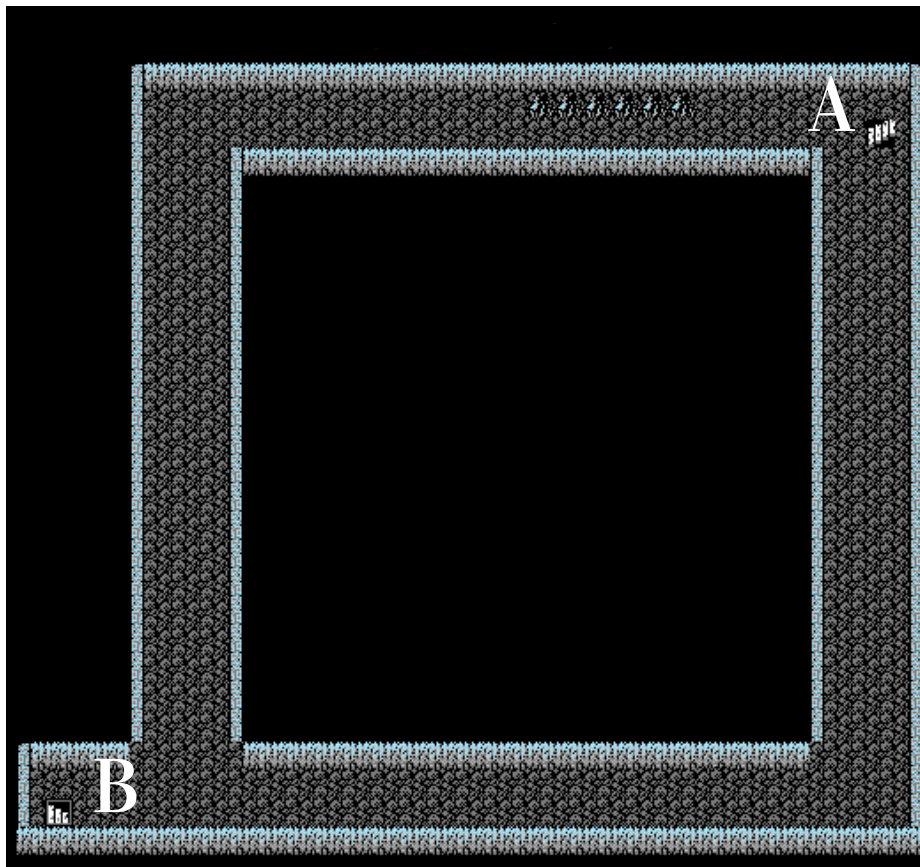
# Ice Cave



## The Quest for the Airship

The remaining two Crystals lie in the north, in lands inaccessible by ship. To solve this problem, a new form of transportation will have to be found. Your search begins north of Crescent Lake, in another location that can only be reached with the Canoe. In the **Ice Cave** you will find the mysterious **Floater** stone, an item necessary to unearth your ticket to new lands... and new adventures.







Silver Gauntlets

Ice Armor

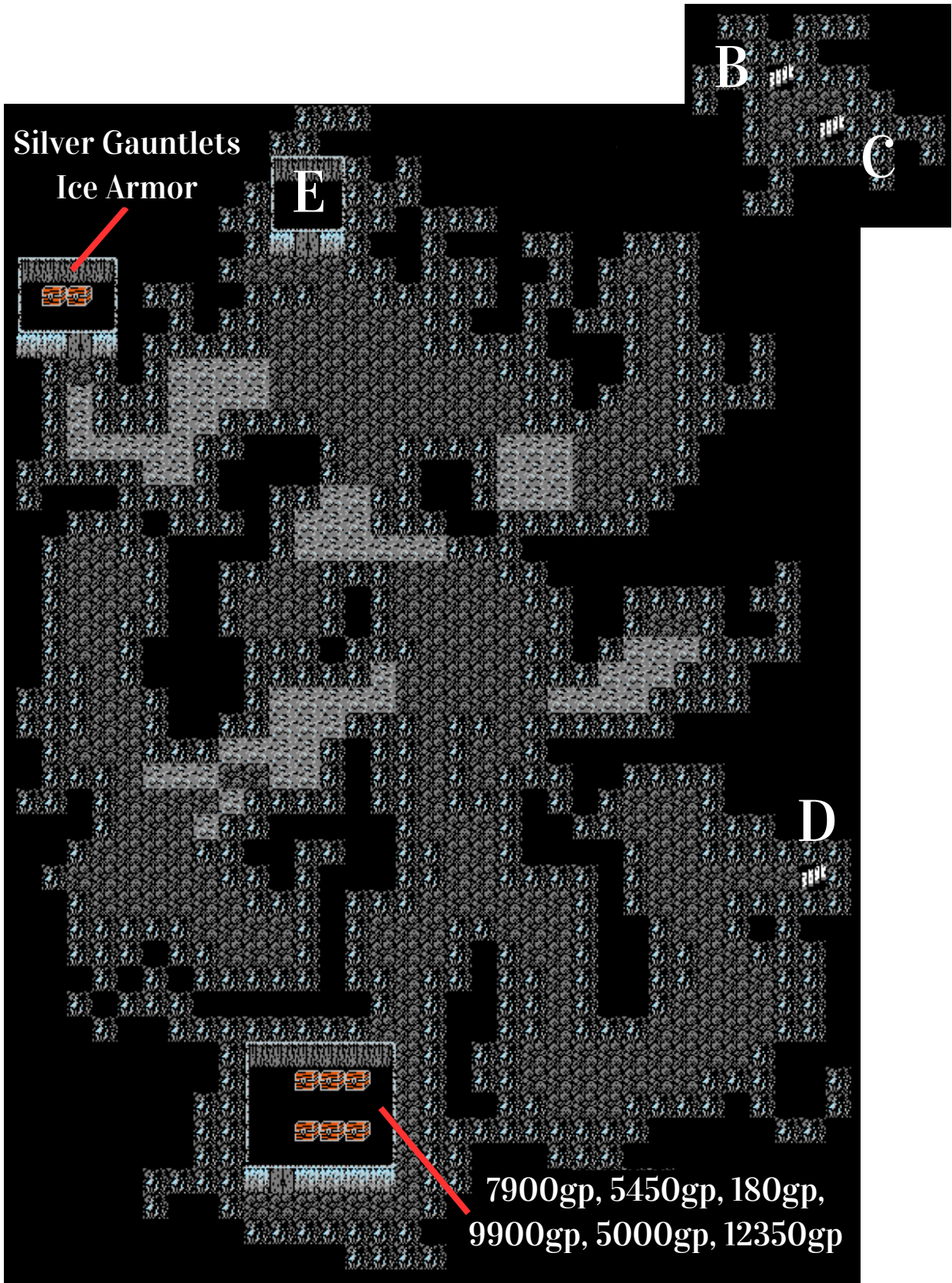
E

B

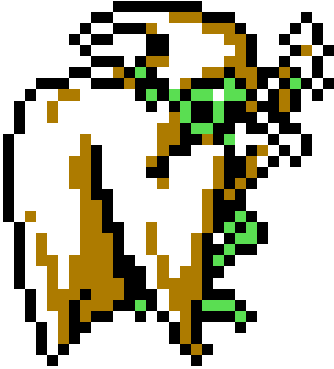
C

D

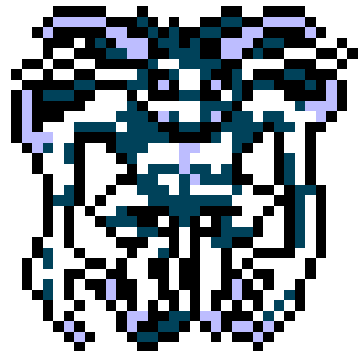
7900gp, 5450gp, 180gp,  
9900gp, 5000gp, 12350gp



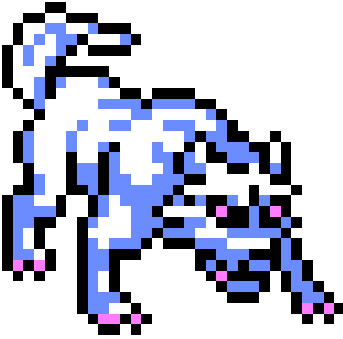
# Wraith

	HP: 114	GP: 432	EXP: 432
	1HIT: 40-80	ABSORB: 12	EVADE: 54%
	Enemies unique to the Ice Cave. Appears frequently and in groups. Of course, it can <b>paralyze</b> .		

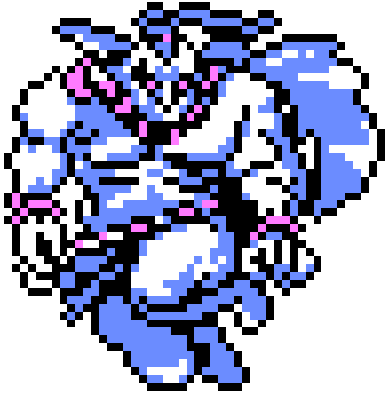
# Mage

HP: 105	GP: 1095	EXP: 1095	
1HIT: 26-52	ABSORB: 40	EVADE: 39%	
These scary foes will usually take the party by surprise and use powerful spells: RUB, LIT3, FIRE3, BANE, SLOW2, and STUN.			

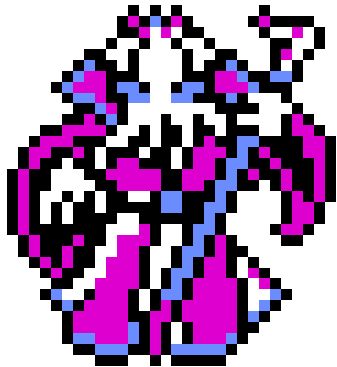
# Frost Wolf

	HP: 92	GP: 200	EXP: 402
	1HIT: 25-50	ABSORB: 0	EVADE: 27%
	Uses the <b>FROST</b> ability to deal 48-96 damage to the entire party. Weak to fire.		


# Frost Giant

	HP: 336	GP: 1752	EXP: 1752
	1HIT: 60-120	ABSORB: 16	EVADE: 24%
	Less power than a Fire Giant, but still dangerous. Often found leading a pack of Frost Wolves.		

# Sorcerer

HP: 112	GP: 999	EXP: 822	
3HIT: 1-2	ABSORB: 12	EVADE: 24%	
With the <b>TRANCE</b> ability, Sorcerers can <b>paralyze</b> some or even all of your party. Even worse, their attacks can instantly <b>KO</b> .			

# Frost Dragon

	HP: 200	GP: 2000	EXP: 1701
	1HIT: 53-106	ABSORB: 8	EVADE: 60%
	Frost Dragons have an incredibly high Evade stat to make up for their low HP. Regularly uses <b>BLIZZARD</b> , which deals 100-200 damage to everyone.		

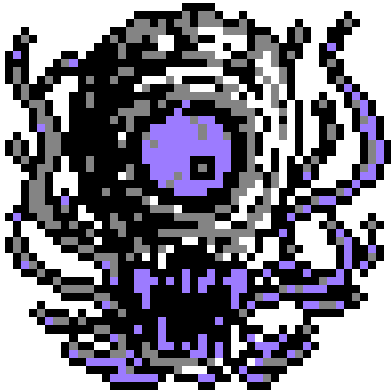
# The Ice Trail

The entrance to the Ice Cave is fairly linear with no treasure to discover. You can see the other portion of the floor beyond a wall of rocks, but a cave-in has blocked the path off. You'll have to find another way around to access that area. Like the lava in Gurgu Volcano, the **ice patches** on the floor will damage your party members with every step. Luckily, monsters will not engage you in battle while you are moving across the ice.

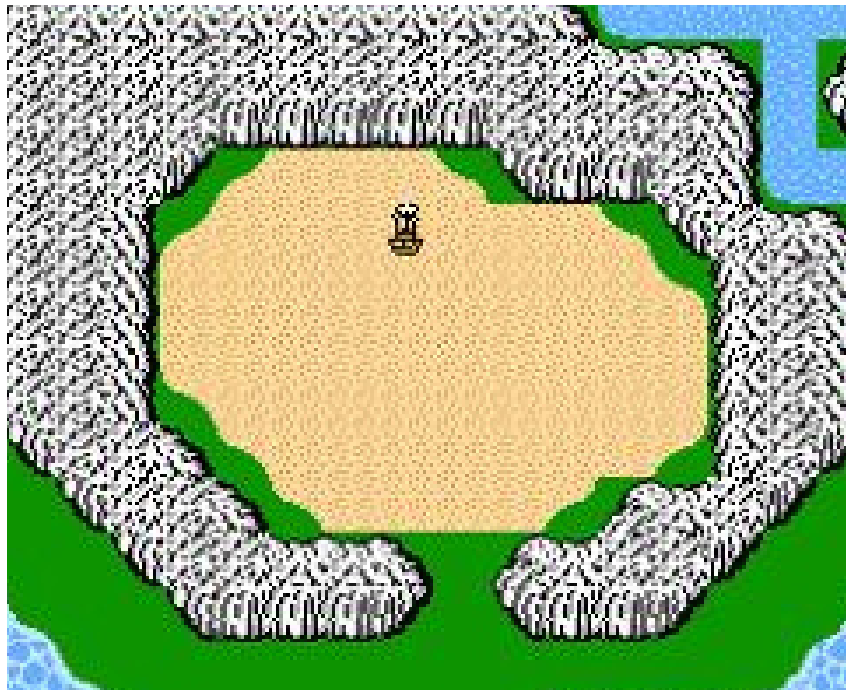
## Watch for Holes

As you navigate the Ice Cave, be on the lookout for **holes** in the ground. Though they won't physically harm you, they will drop you to the floor below. In fact, to reach your goal, the Floater stone on the second floor, you will need to use these holes to your advantage. To reach the main chamber of the third floor, you will need to drop into one of the holes marked with an **(E)**. From there you can reach a stairway that will take you to the blocked off section on the first floor. On this floor, in the room containing the **Ice Shield**, another hole can be found that will drop you among the pits on the second floor, only steps away from the chest that holds the **Floater**. However, before you can obtain it, a guardian awaits: The Eye!

## Mini-Boss: Eye

	HP: 162	GP: 3225	EXP: 3225
	1HIT: 30-60	ABSORB: 30	EVADE: 6%
	Can petrify with <b>GLANCE</b> , KO with <b>SQUINT</b> , paralyze with <b>GAZE</b> , and deal damage with <b>STARE</b> . With its low HP, the Eye will go down quickly. If not, you will be hit by a storm of nasty spells: <b>XXXX</b> , <b>BREAK</b> , <b>RUB</b> , <b>LIT2</b> , <b>HOLD</b> , <b>MUTE</b> , <b>SLOW</b> , and <b>SLEEP</b> .		

# Ryukahn Desert



## Beneath the Sand

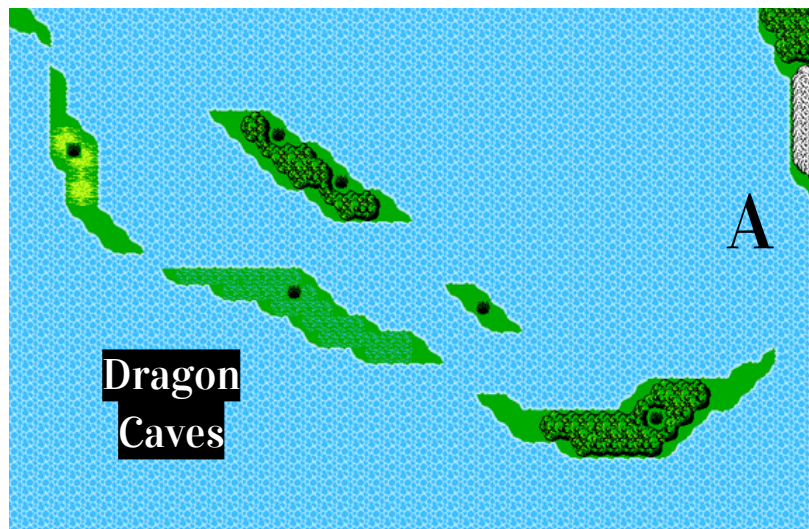
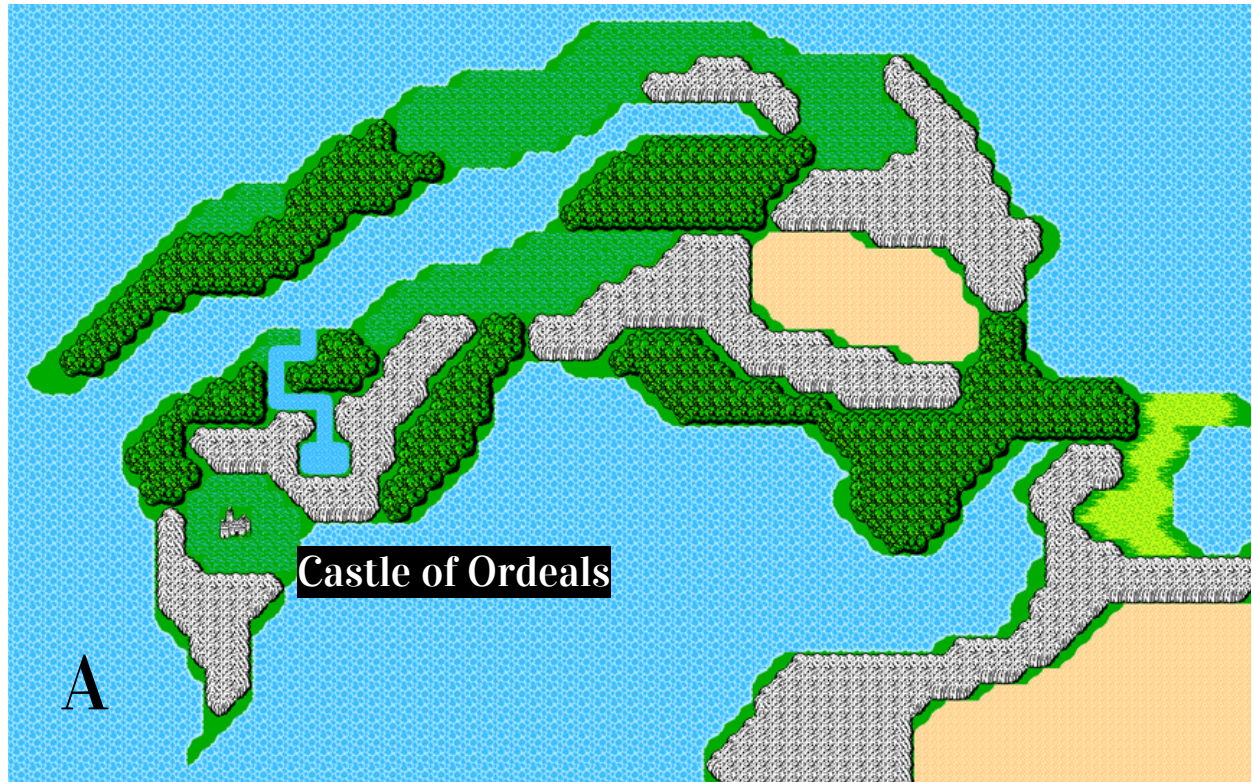
Since the fall of the great civilization in the North, the **Desert of Ryukahn** has kept a secret buried beneath its burning sands. Now, armed with the Floater stone, the Light Warriors can seek it out.

To reach Ryukahn, you'll need to drop anchor at the mouth of a river that lies south of Crescent Lake along the eastern border of the continent. Hike to the middle of the desert and use the **Floater** which will cause the **Airship** to magically rise from the sands.

The airship is a very powerful vehicle. You won't encounter random enemies while you're piloting it, so you can travel from one place to the next at great speed. Flying the airship opens up many new areas and allows you easy access to places you've already been. The airship does not allow you to reach every portion on the map, however. You can only land on smooth green areas.




# Cardia Region

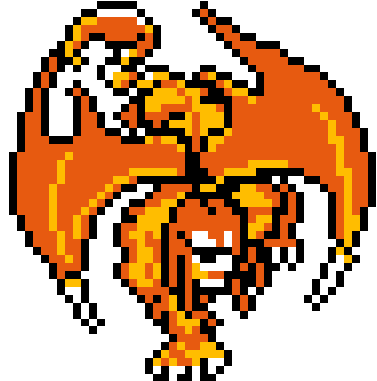





# Wurm

	HP: 260	GP: 502	EXP: 1218
	1HIT: 40-80	ABSORB: 22	EVADE: 30%
	Wyrms are not particularly strong, but are somewhat resilient and are typically found in groups.		

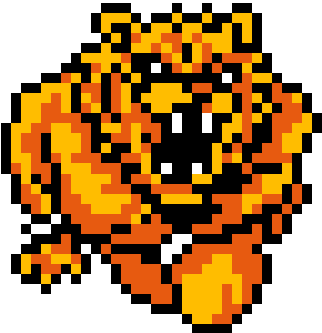
# Manticore

HP: 164	GP: 650	EXP: 1317	
2HIT: 22-44	ABSORB: 8	EVADE: 36%	
Relatively weak as far as basic statistics go, but they do have a special ability, <b>STINGER</b> , that can <b>poison</b> your entire party			

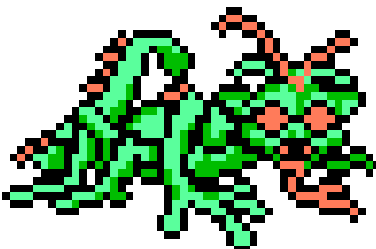
# Saber Tiger

	HP: 200	GP: 500	EXP: 843
	2HIT: 24-48	ABSORB: 8	EVADE: 21%
	These beasts have a huge 35% critical hit rate that lets them pierce your defenses fairly often with their two attacks.		

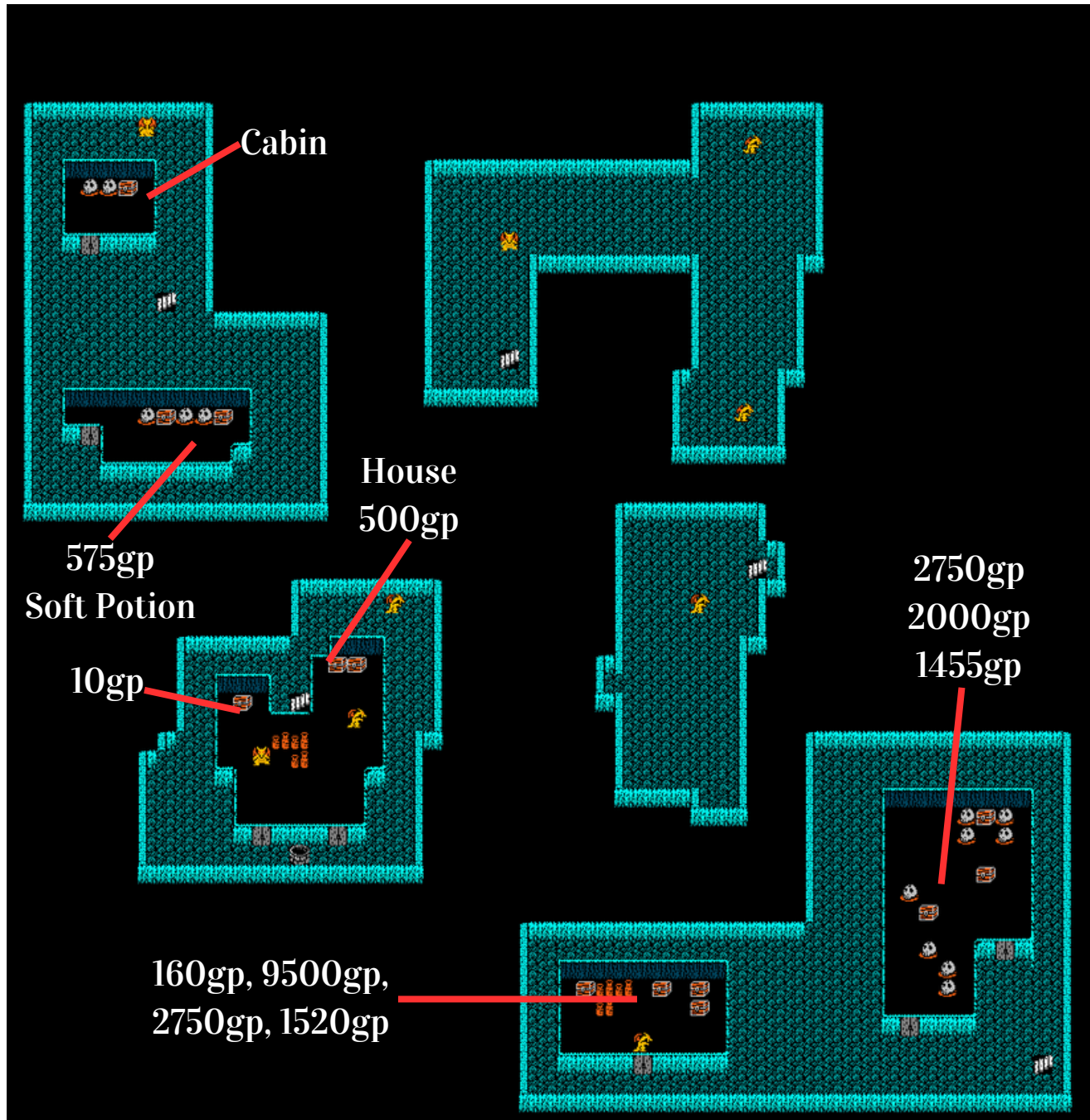
# Catman

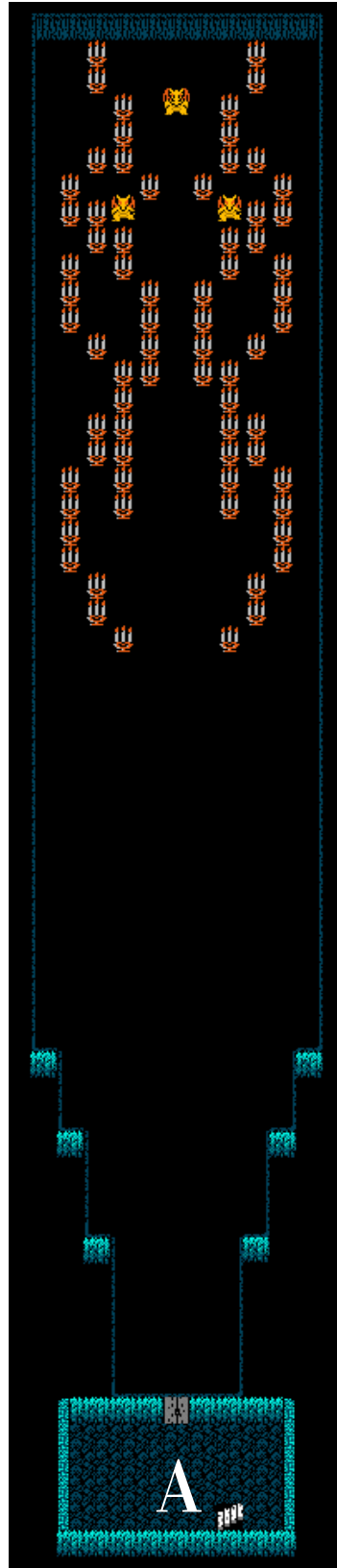
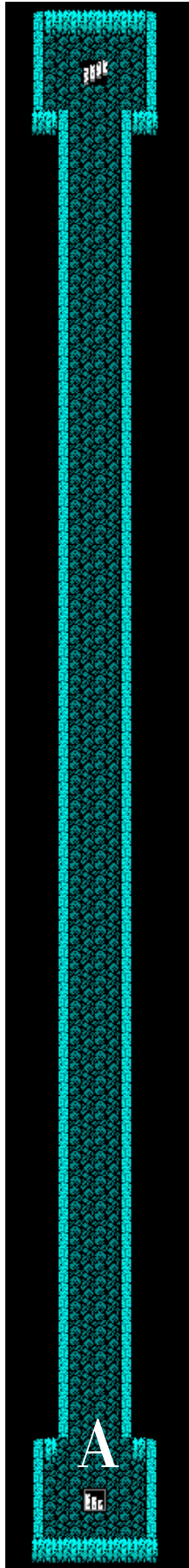
	HP: 160	GP: 780	EXP: 780
	2HIT: 30-60	ABSORB: 16	EVADE: 24%
	Strikes with two, strong <b>poison</b> -inducing attacks. Most dangerous in packs, such as those encountered in the Mirage Tower.		

# Sauria

HP: 196	GP: 658	EXP: 1977	
1HIT: 30-60	ABSORB: 20	EVADE: 12%	
This rare monster may use <b>GLANCE</b> to petrify one of your party members.			

# Dragon Caves





# The Noble Dragons

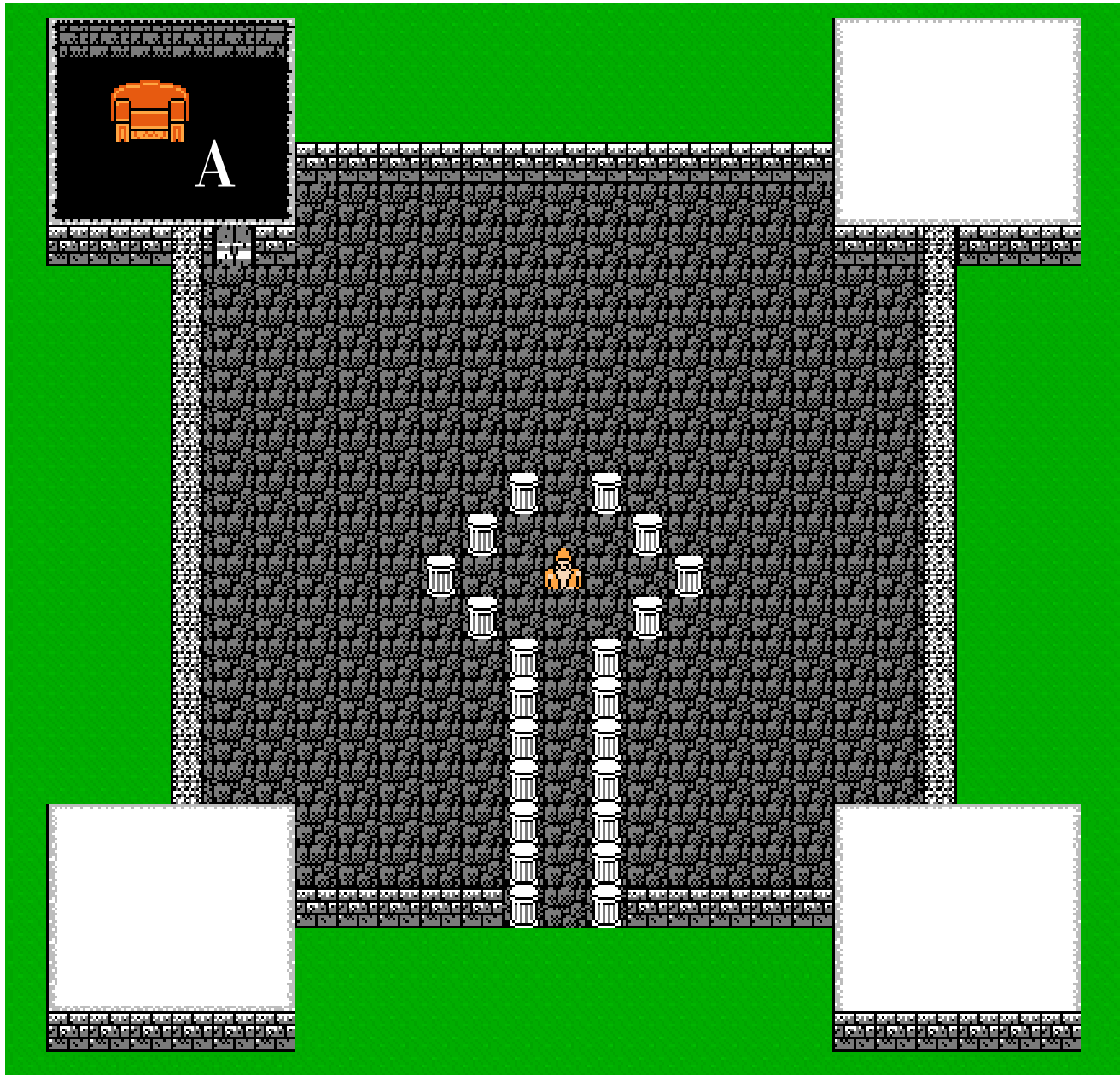
There are six entrances to the **Dragon Caves**, located on the chain of islands between the two northern continents. This is the home of the **Bahamut** and his kin, the **Dragons of Cardia**. Talk to the friendly dragons and obtain the many treasures the caves have to offer. The dragons seem to have courage on their minds. Everywhere you go there is talk of testing and ordeals. That is the way of the dragons; they respect bold and courageous humans and despise weakness. The Light Warriors must seek out King Bahamut and learn that task he has set for them.



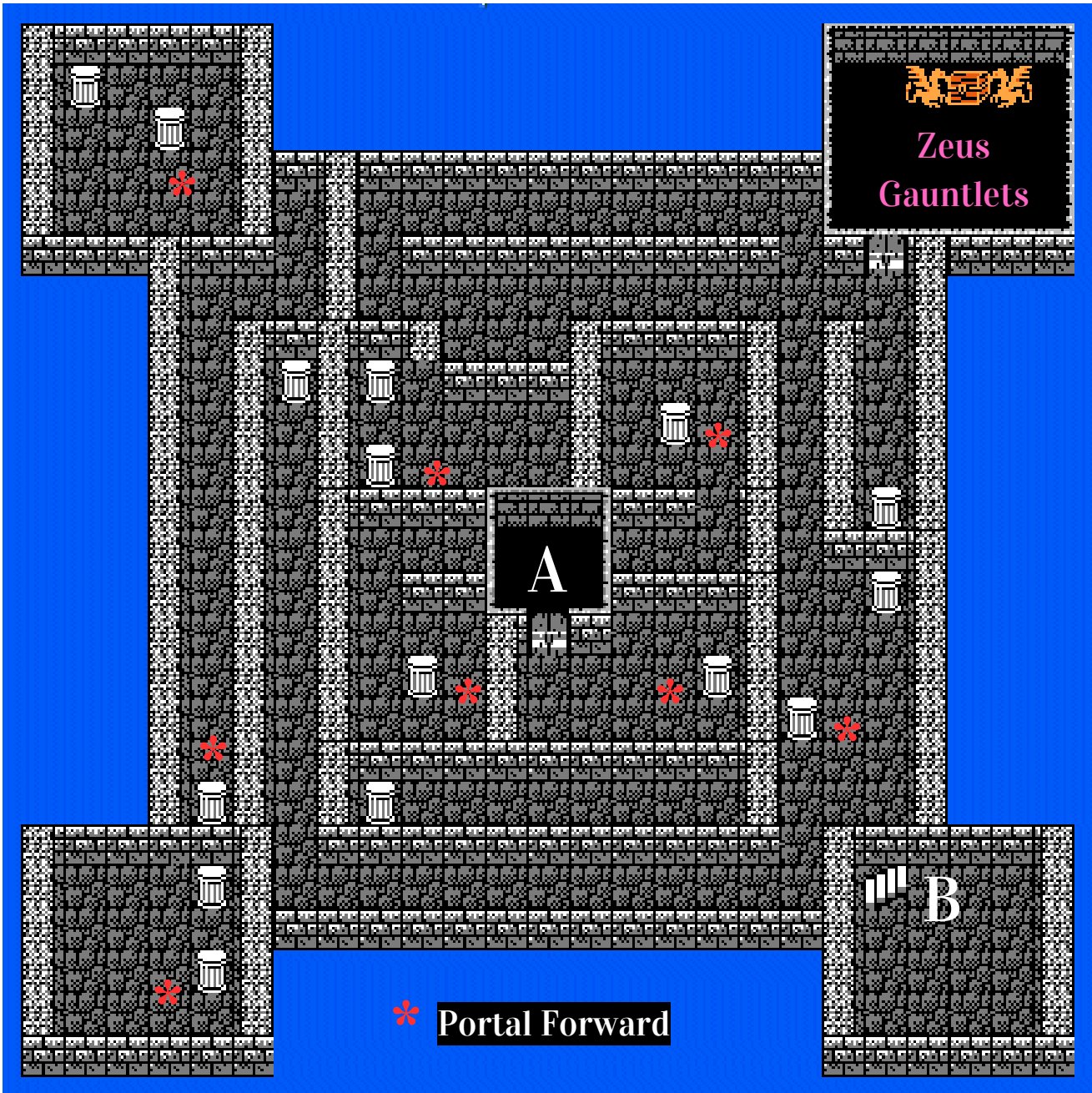
## Bahamut's Quest

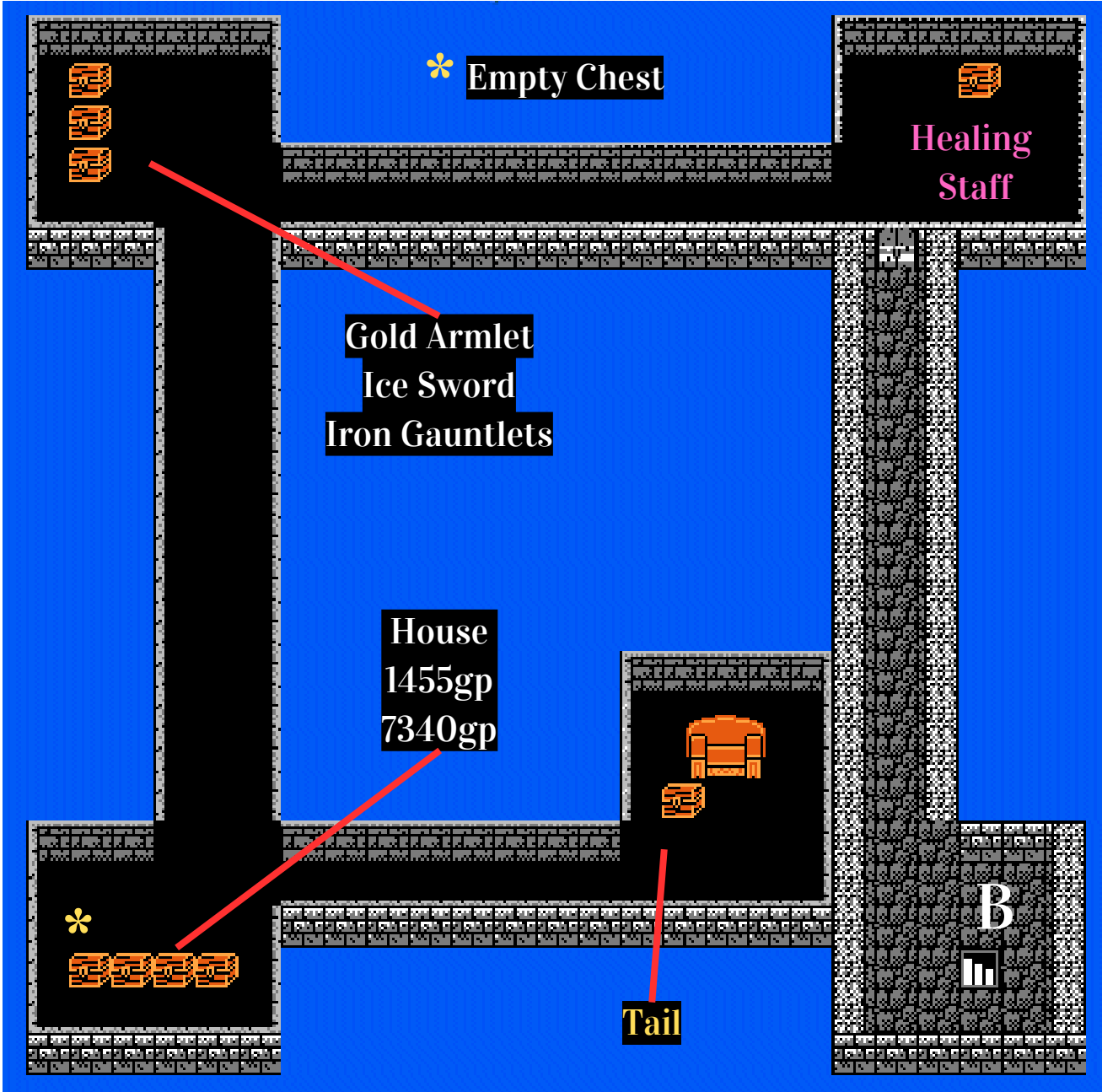
The King of Dragons, **Bahamut**, rewards those who bring him **proof** of their courage. The Light Warriors are bidden by Bahamut to go to the **Castle of Ordeals** and return with such proof. But what is this proof? None of the dragons are willing to speak of it. Surely it must be a very terrible thing if the brave dragons will not even mention its name. Or perhaps part of the trial is to discover the object. In fact, that is exactly what is expected. The real trial lying ahead is to penetrate the castle and poke into every nook and cranny. Then bring back what you find.

# Castle of Ordeals

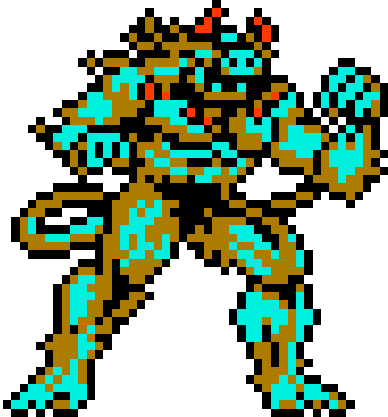




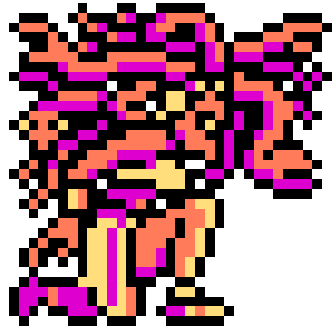




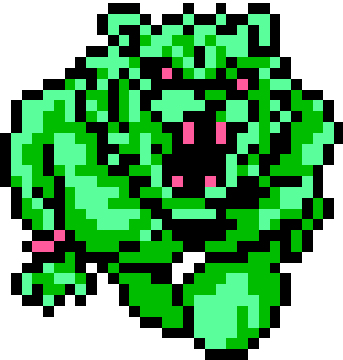
# Zombie Bull

	HP: 224	GP: 1050	EXP: 1050
	1HIT: 40-80	ABSORB: 14	EVADE: 18%
	These undead Minotaurs are common in the Castle of Ordeals, sometimes appearing in groups of three. Strangely, you cannot flee from them.		


# Medusa

HP: 68	GP: 699	EXP: 699	
1HIT: 20-40	ABSORB: 10	EVADE: 18%	
Medusas are easy to kill but their <b>poisonous</b> strike and <b>petrifying GLANCE</b> ability can turn things sour.			

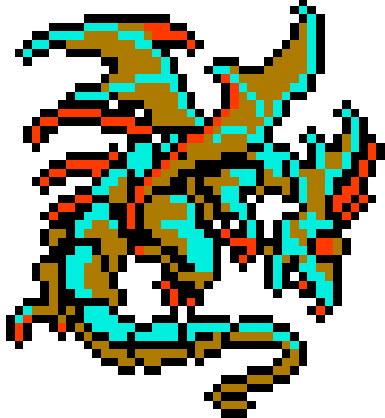
# ManCat

	HP: 110	GP: 800	EXP: 603
	3HIT: 20-40	ABSORB: 30	EVADE: 30%
	These versatile spellcasters use <b>FIRE</b> , <b>FIRE2</b> , <b>SLOW</b> , <b>DARK</b> , <b>SLEEP</b> , <b>LIT</b> , and <b>CURE</b> spells. High Absorb and healing can make them tough to take down.		

# Wizard Mummy

	HP: 188	GP: 1000	EXP: 984
	1HIT: 43-86	ABSORB: 24	EVADE: 12%
	Despite the name, these foes do not use spells. They can put you to <b>sleep</b> with their attack. Typically leads a group of Mummies.		

# Zombie Dragon

HP: 268	GP: 999	EXP: 2331	
1HIT: 56-112	ABSORB: 30	EVADE: 12%	
Outside the standard <b>paralyzing</b> strike used by many undead, the Zombie Dragon has no abilities. May pair up with another of its kind.			

# The Trial

When you arrive at the castle, an old man will require proof of your eligibility to enter, in the form of the **Crown** that you obtained by defeating **Astos**. This should be no problem, and you will be allowed to enter the castle. He will instruct you to visit the throne, which you can find in the room in the upper left corner. Sit on the throne to be warped to the dungeon's second level. Be preapred; the inhabitants are fierce, the mazes are devious and the goal is unclear. Three floors of constant danger and battle await those who enter

## The Teleport Maze

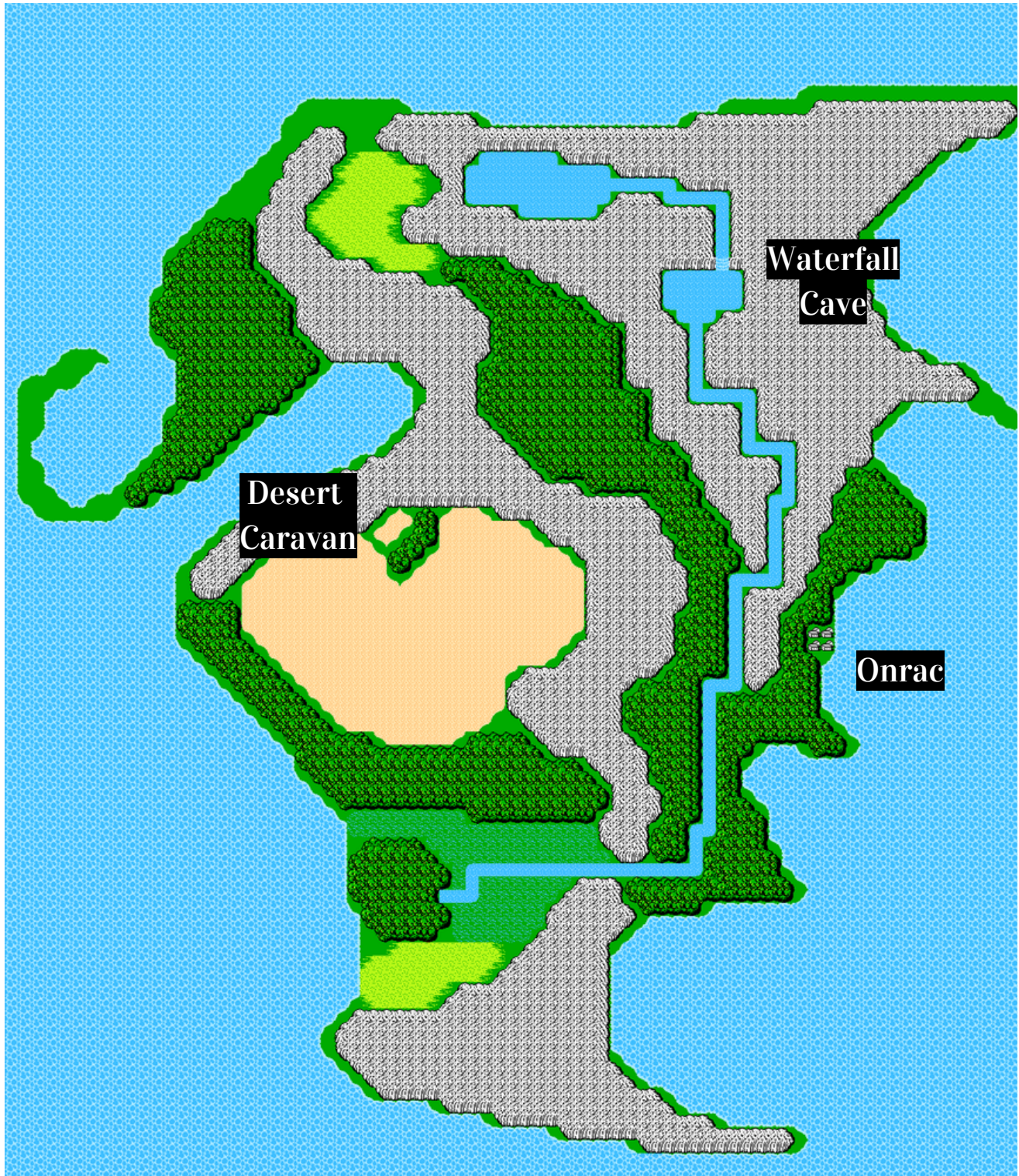
The second floor of the Castle is a **maze** of closed rooms. When you touch a **column**, however, you'll be teleported to one of the other rooms. You'll need to warp from room to room in a specific order to reach the staircase in the lower right corner. In some cases, there will only be one column to touch and you won't have to figure anything out. In other cases however, you will have to choose between two or even three columns. But there's one rule that will help you reach the third floor quickly and reduce the number of attacks you face while in the Citadel: always choose the lowest column. Along the way you can find the **Zeus Gauntlets**, magical gloves that cast the Lit2 spell when used in battle.

## The Rat Tail

On the third floor is a chest containing the unique **Healing Staff**, which can be used in combat to cast the Heal spell at no cost. Also on this floor is the “proof of courage” you have been looking for: the **Tail**, found in a chest guarded by **1-2 Zombie Dragons**. Return to the Dragon Caves with this important item and present it to **Bahamut**, who will recognize your bravery with an incredible gift. Each member of your party will receive a **Class Upgrade**, gaining access to new abilities and/or magic spells. With these enhancements, your party will be ready to set out in search of the remaining Crystals.

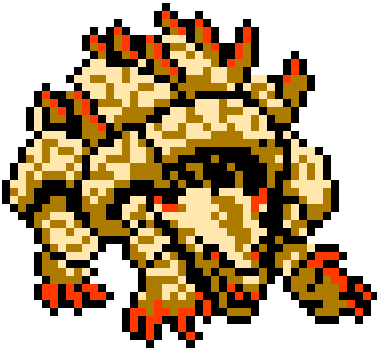


# Northwest Continent

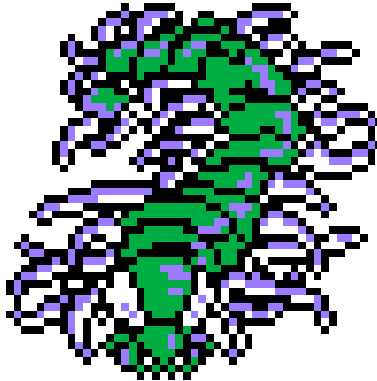




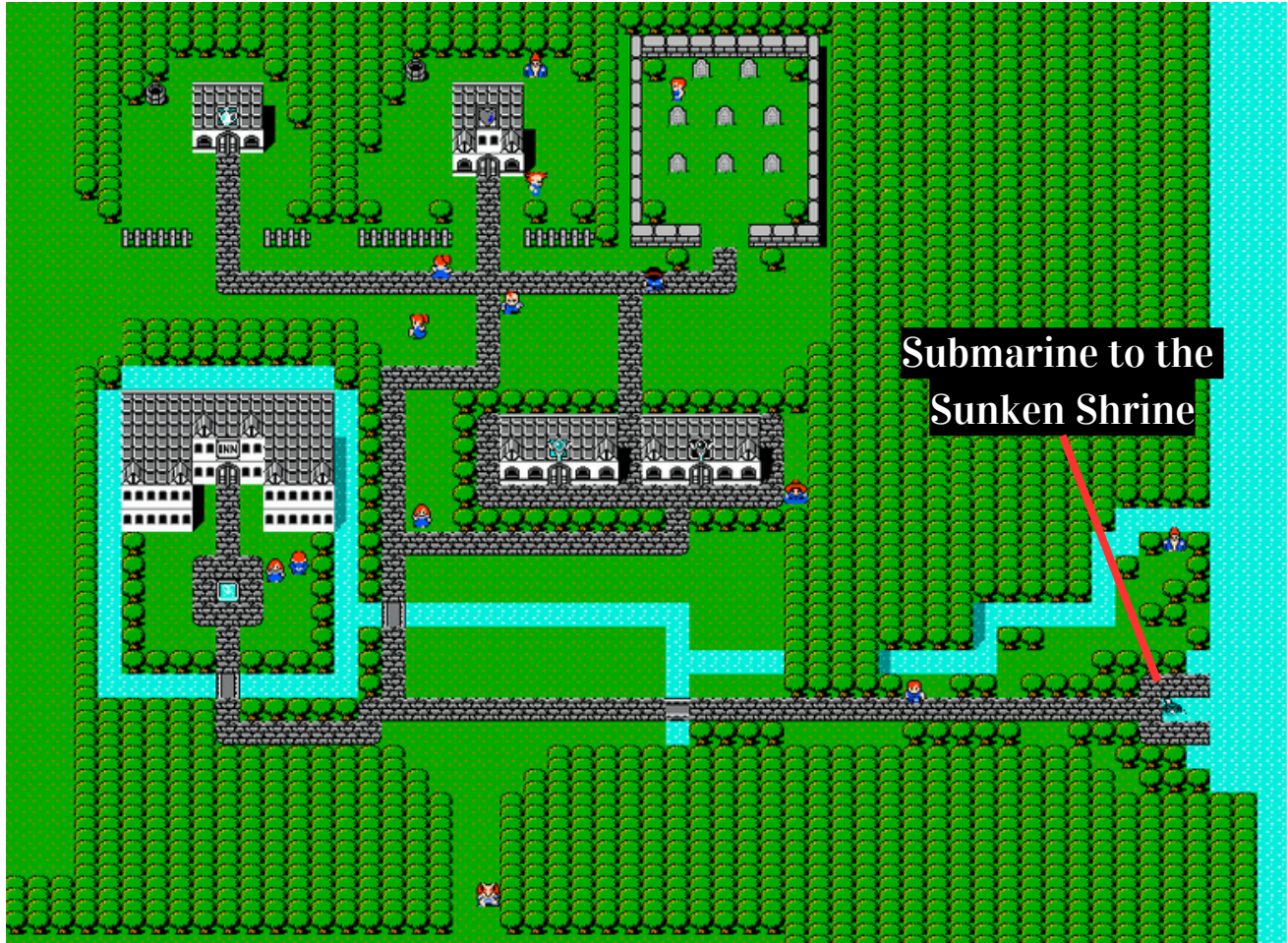
# Ankylo

	<b>HP: 352</b>	<b>GP: 1</b>	<b>EXP: 2610</b>
	<b>1HIT: 98-196</b>	<b>ABSORB: 48</b>	<b>EVADE: 24%</b>
	<b>High HP, Absorb, and Magic Defense makes these monsters difficult to kill.</b>		

# Great Pede

HP: 320	GP: 1000	EXP: 2244	
1HIT: 73-146	ABSORB: 24	EVADE: 24%	
Great Pedes have a thick shell and are nearly immune to magic damage.			

# Onrac



Submarine to the  
Sunken Shrine

Inn: 300gp

Clinic: 750gp

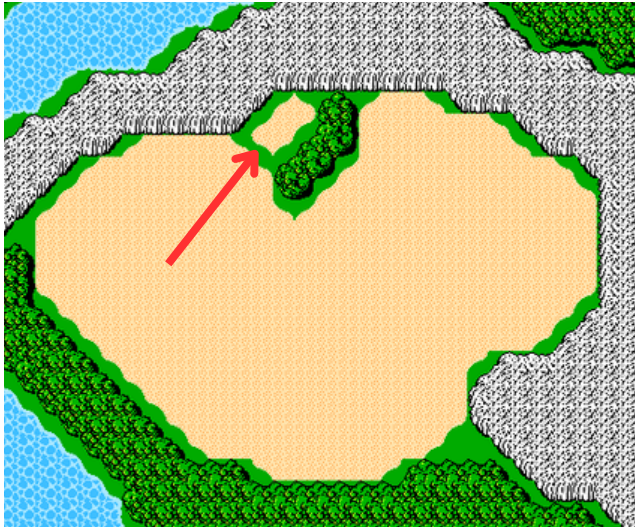
As people both in **Onrac** and Crescent Lake tell you, until the coming of the Water Fiend 200 years ago, Onrac was part of a great civilization. Part of that power was derived from the good will of the **mermaids** who lived nearby in a shrine, but now the shrine has been lost beneath the waves. Onrac is still the place to hear news of the world though. In speaking to the citizens, you will learn that there was something very strange being offered for sale at the **Caravan**. The Caravan Master's daughter reveals the location of the Caravan. It is at the oasis in the **Western Desert**.

Items	
Cabin	250gp
House	3000gp
Heal Potion	60gp
Pure Potion	75gp
Soft Potion	800gp

LV7 Black Magic	
SABER	45000gp
BLIND	45000gp

LV7 White Magic	
ARUB	45000gp
HEAL3	45000gp

# Desert Caravan



## Fairy in a Bottle

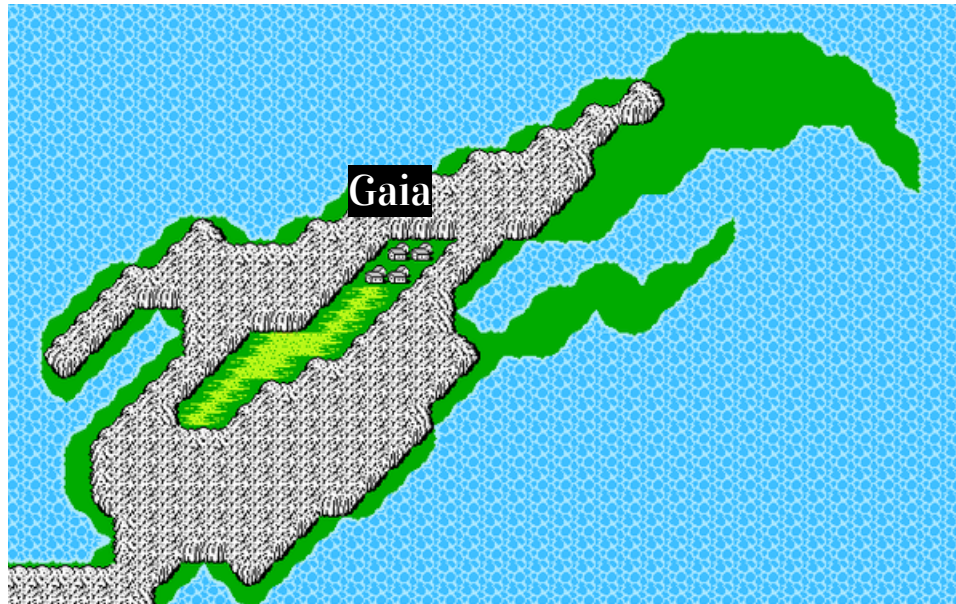
In the northern part of the desert west of Onrac, near the green oasis, a **caravan** has set up a camp for business. When you reach him, he only has one item to sell. At 50,000gp, the **Bottle** commands a stiff price. Its contents must be very rare and valuable.

If you have already visited the mountain town of **Gaia**, you may have heard of a missing fairy who once lived in the spring behind the town. If you followed the clues given by locals in Gaia and Onrac, you will have likely tracked the fairy down to this very merchant. Sure enough, the Bottle contains the kidnapped **fairy**. You'll have no choice but to pay the asking price.

Once you have possession of the bottled fairy, take it to the **spring** in the northern part of Gaia and open it. The fairy, once released, will give you a supply of **Oxyale**. This will allow your party to breathe underwater, making the journey to the **Sea Shrine** a reality.



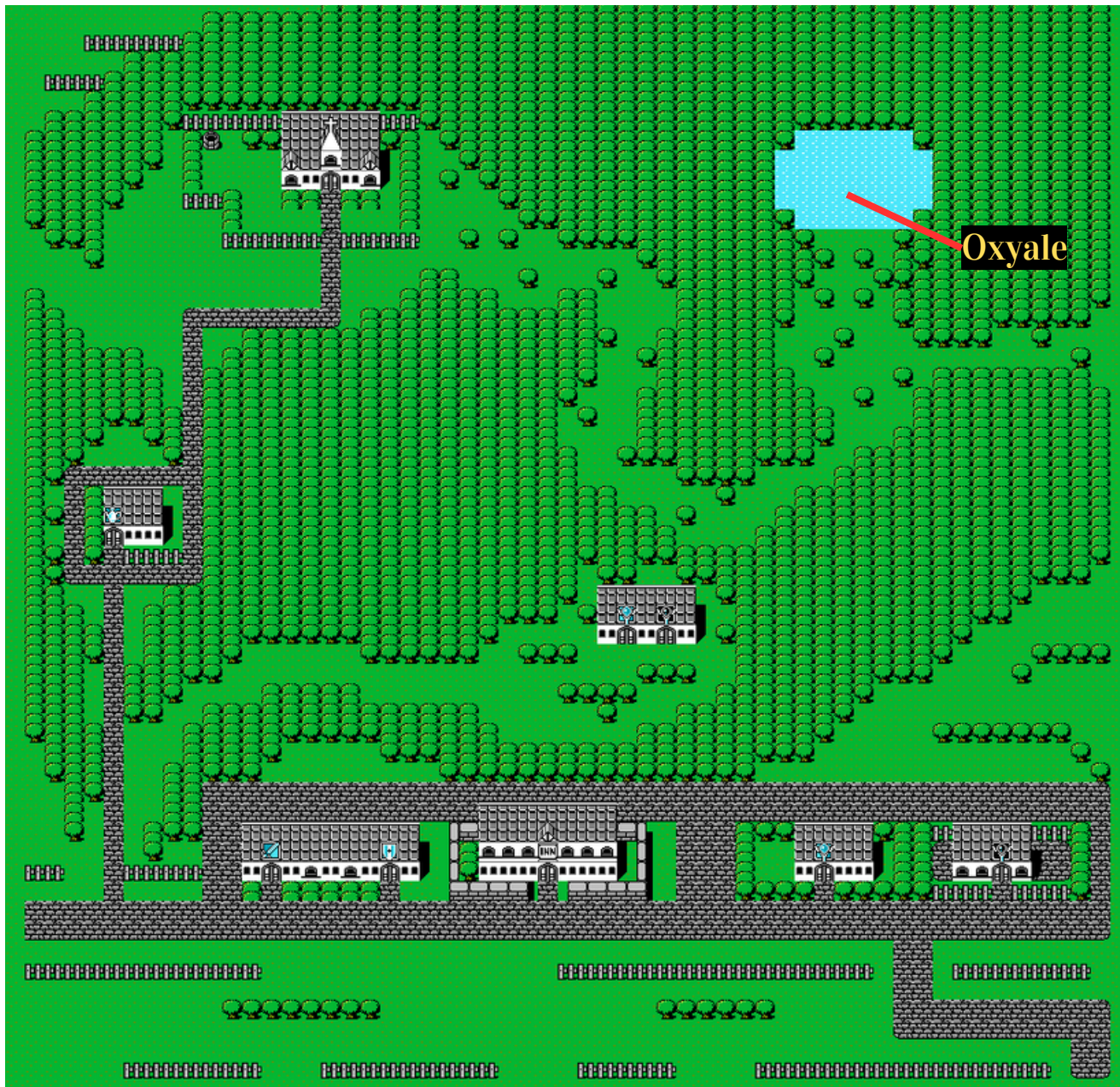
# Eye of the Hawk



Nestled in a narrow mountain valley, the town of **Gaia** is well protected from the troubles of the wide world beyond as it is accessible only by airship. If you haven't visited yet, you'll learn from the townspeople that outsiders call it the **Eye of the Hawk**, because the region is shaped like a hawk's head. Some of the most powerful magic that the game has to offer is sold in this town.

Gaia is home to a **spring** once inhabited by a **fairy**. At one time, a fairy lived in the quiet pond in the back of town, but by the time the Light Warriors arrive on the scene she is gone. Before you can reach the Water Crystal, you will have to locate this fairy for only with her aid can you travel to the the **Sea Shrine**, deep beneath the ocean surface.

# Gaia



Inn: 500gp

Clinic: 750gp



Items	
Cabin	250gp
House	3000gp
Heal Potion	60gp
Pure Potion	75gp

Weapons	
Cat Claw	65000gp

Armor	
Gold Armlet	50000gp
Protect Ring	20000gp

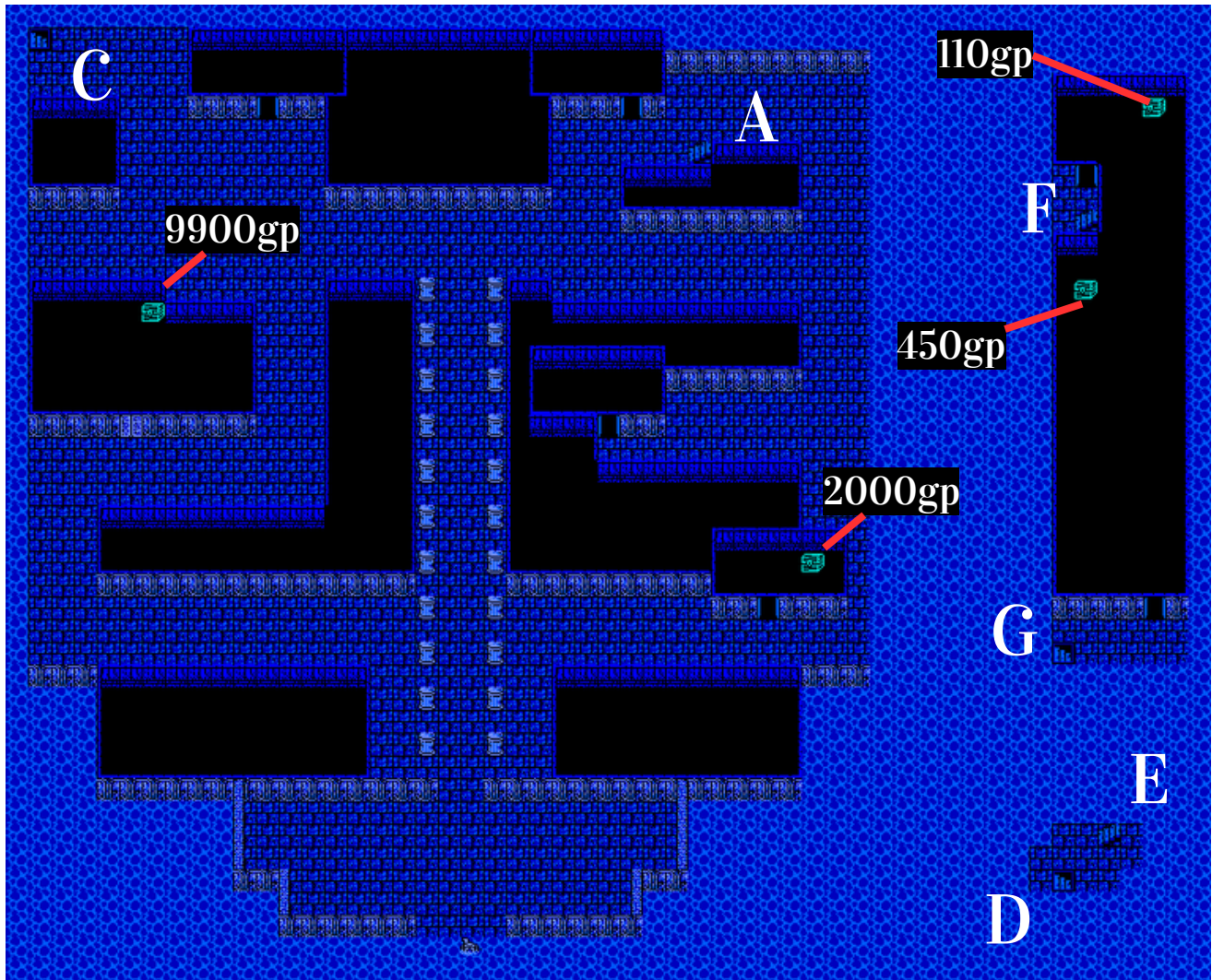
LV7 Black Magic	
ICE3	45000gp
BREAK	45000gp

LV7 White Magic	
CURE4	45000gp
HARM4	45000gp

LV8 Black Magic	
STOP	60000gp
ZAP!	60000gp
XXXX	60000gp

LV8 White Magic	
FADE	60000gp
WALL	60000gp
XFER	60000gp

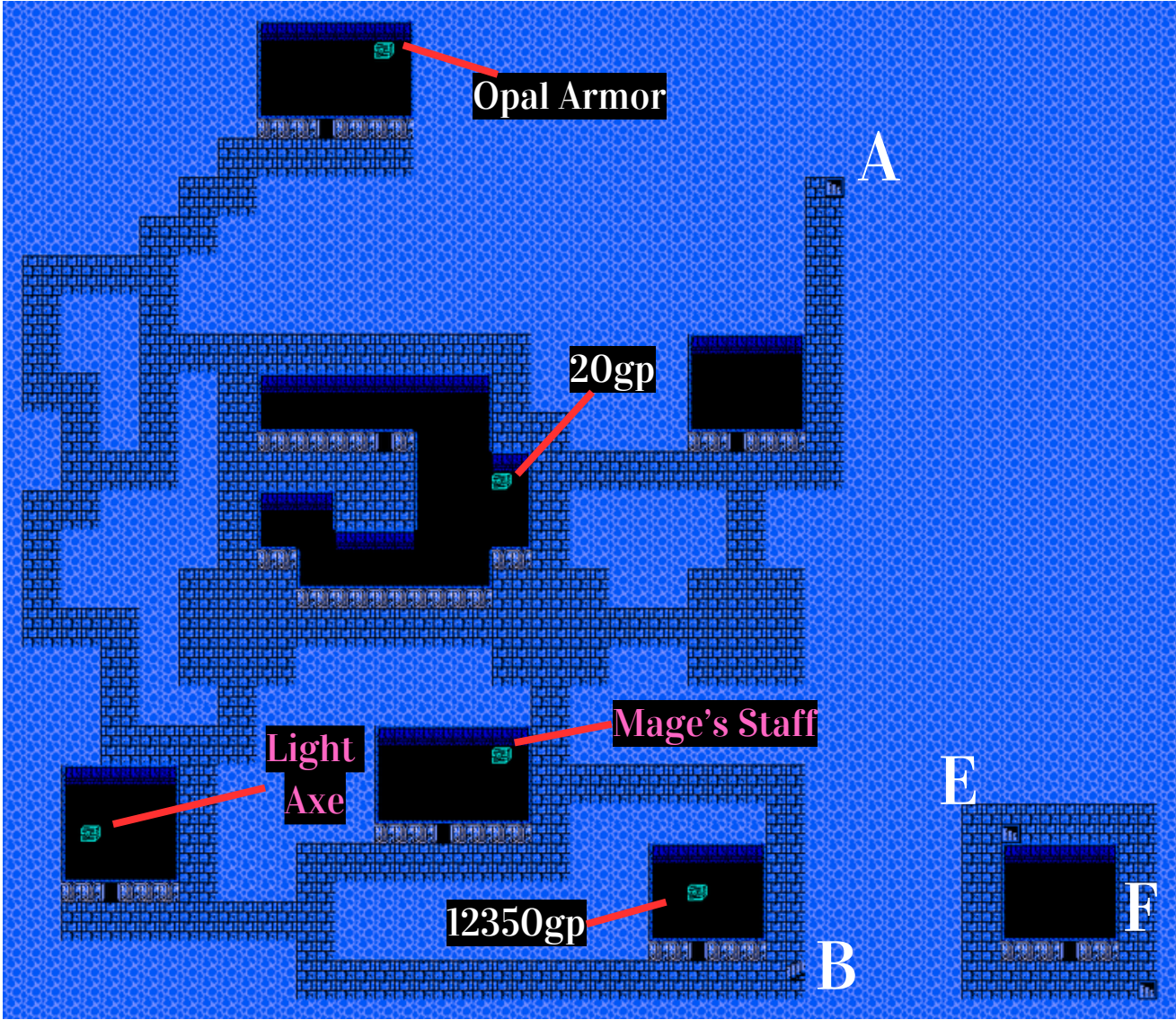
# Sea Shrine



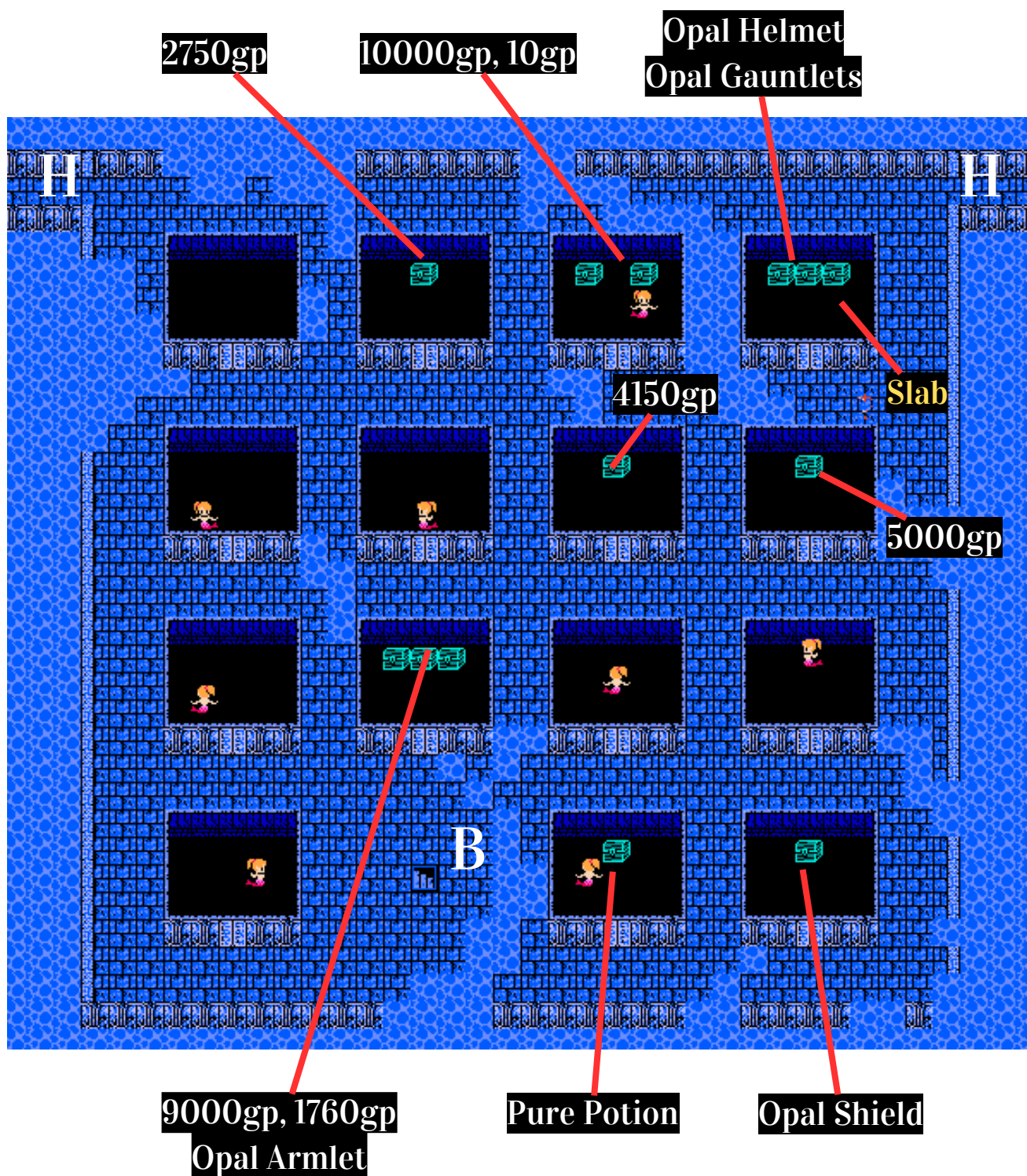
## The Submarine

Located beneath Onrac, the **Sea Shrine** is home to the **Mermaids**. Unfortunately it has been taken over by the **Kraken**, one of the **Four Fiends**. Since the Sea Shrine long ago sank to the bottom of the sea, there is just one way to reach it: by using the **Submarine** in Onrac. Once you have obtained Oxyale from the Fairy in Gaia, you will be all set to descend to the depths below where the Kraken, and the **Water Crystal** await.

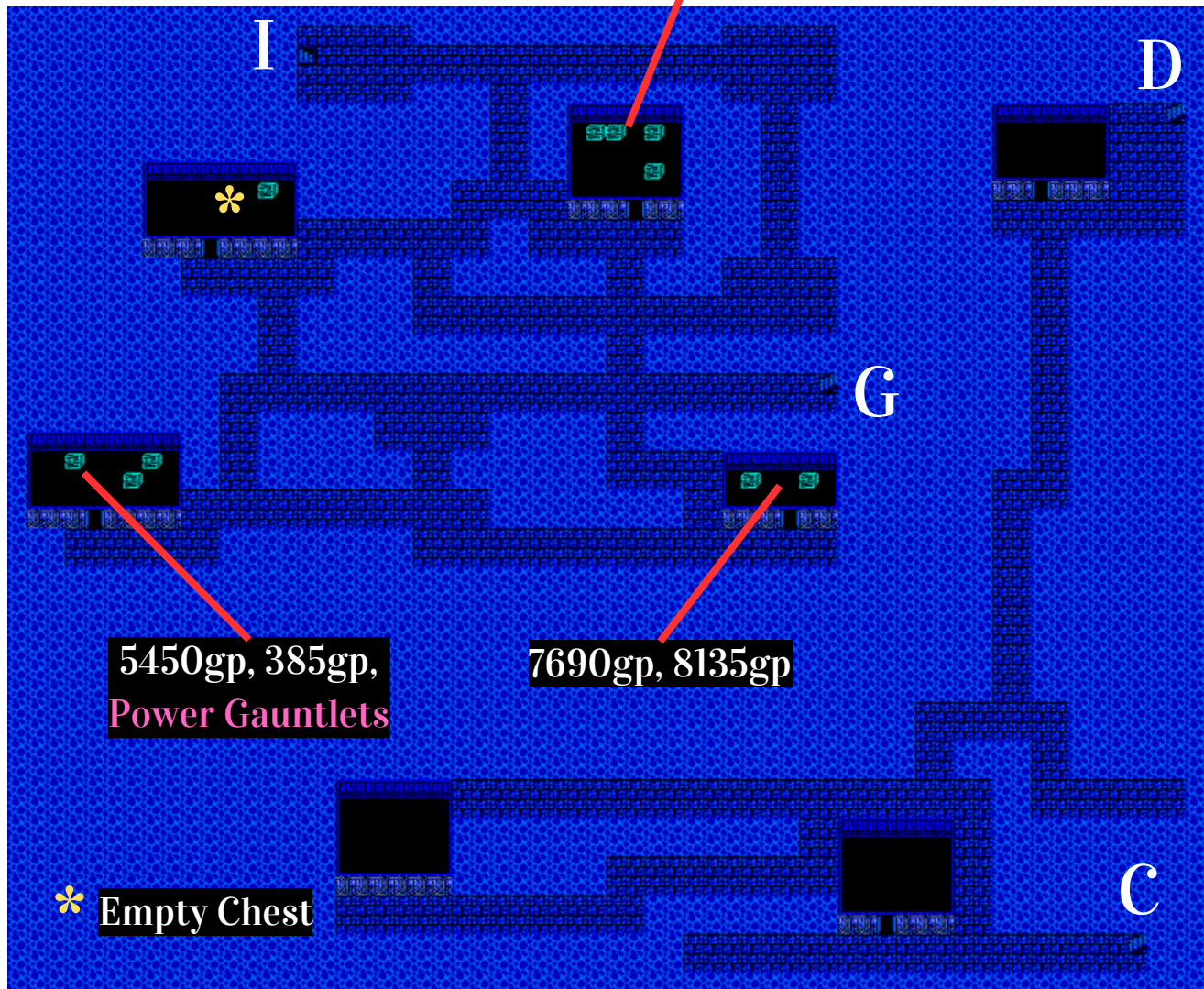








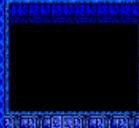
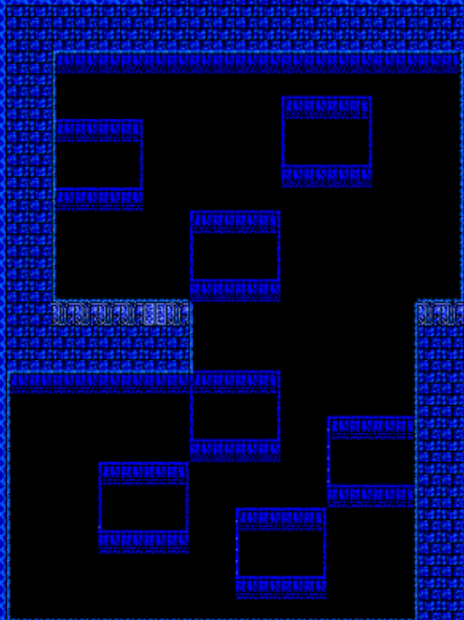
Ribbon, 9900gp,  
7340gp, 2750gp







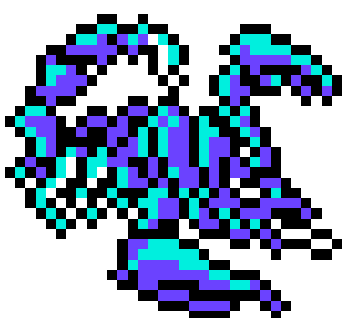
## The Water Crystal



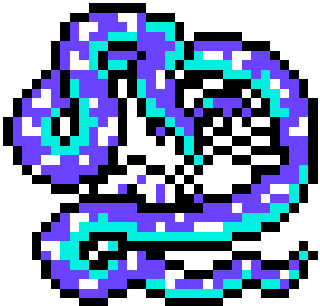
I



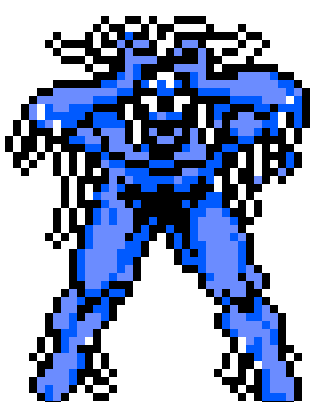
# Lobster

	HP: 148	GP: 300	EXP: 639
	3HIT: 35-70	ABSORB: 18	EVADE: 30%
	Lobsters can dish out damage but can't take it. Attacks can <b>poison</b> . Like most enemies in the Sea Shrine, they are weak against Lit spells.		


# Sea Snake

HP: 224	GP: 600	EXP: 957	
1HIT: 35-70	ABSORB: 12	EVADE: 24%	
One of the least dangerous enemies in the Sea Shrine. Often found in mixed groups with Lobsters.			

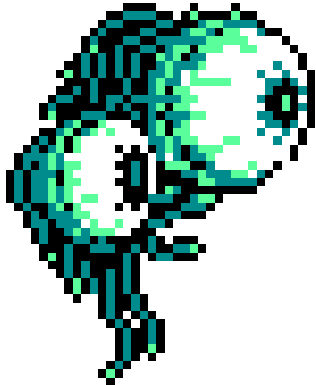
# Sea Troll

	HP: 216	GP: 852	EXP: 852
	1HIT: 40-80	ABSORB: 20	EVADE: 24%
	Sea Trolls sometimes lead groups of Lobsters and Sea Snakes.		

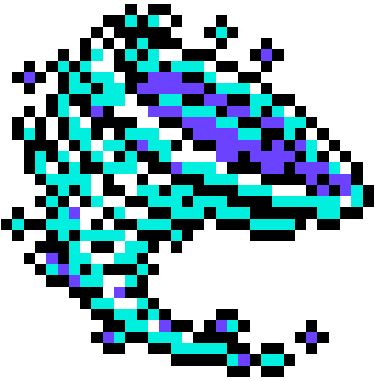
# Grey Shark

	HP: 344	GP: 600	EXP: 2361
	1HIT: 50-100	ABSORB: 8	EVade: 36%
	Lots of HP but low Absorb. Often found with Big Eyes or Wizard Sahagins.		

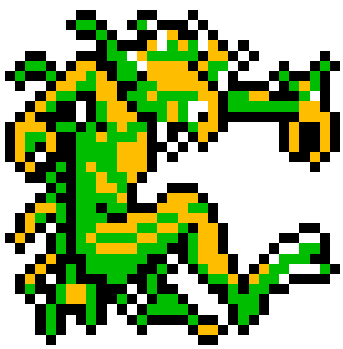
# Big Eye

HP: 304	GP: 3591	EXP: 3591	
2HIT: 30-60	ABSORB: 16	EVade: 12%	
Not only can these nasty things <b>paralyze</b> with <b>GAZE</b> but they can also use <b>FLASH</b> to inflict <b>darkness</b> on your whole party.			


# Water (Elemental)

	HP: 300	GP: 800	EXP: 1962
	1HIT: 69-139	ABSORB: 20	EVade: 36%
	Like other elementals, Water Elementals are tough opponents. Even worse, you can encounter up to 6 at one time. Weak to Ice, not Lit.		


# Wizard Sahagin

	HP: 204	GP: 882	EXP: 882
	1HIT: 47-94	ABSORB: 20	EVADE: 48%
	Not actually a wizard. High Evade makes them difficult to hit. Usually found alongside Red Sahagins or Grey Sharks.		

# Ghost

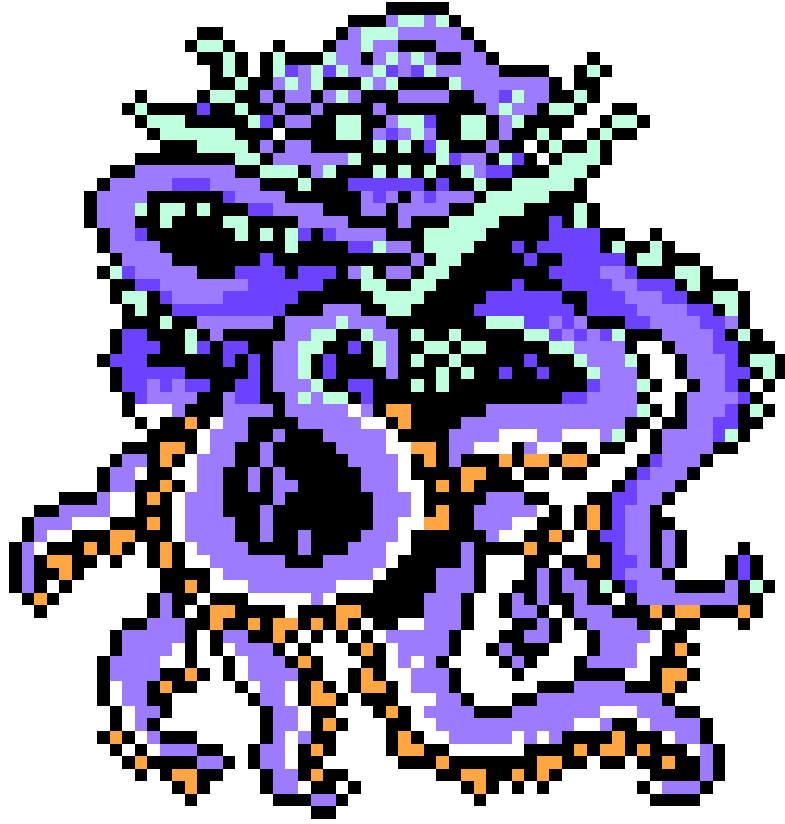
HP: 180	GP: 990	EXP: 990	
1HIT: 93-186	ABSORB: 30	EVADE: 18%	
Deals high damage with a <b>paralyzing</b> attack. May appear in high numbers.			

# Naga

	HP: 356	GP: 2355	EXP: 2355
	1HIT: 9-18	ABSORB: 8	EVADE: 36%
	The Naga's weak attack can <b>poison</b> , but they specialize in using spells: <b>LIT</b> , <b>LIT2</b> , <b>HOLD</b> , <b>SLOW</b> , <b>DARK</b> , <b>LOCK</b> , and <b>SLEEP</b> .		

# Boss: Kraken

As you journey through the Sea Shrine, make sure to visit the **mermaids**, who have many gifts to share, including the important **Slab**. They also warn you of the terror that is the **Kraken**! Find him on the lowest level and burst through his defenses to sever his hold on the **Water Crystal**. With is defeat you will be returned to Onrac. Only one more fiend remains.

		
HP: 800	GP: 5000	EXP: 4245
8HIT: 50-100	ABSORB: 60	EVADE: 42%
Kraken has one ability: <b>INK</b> , which he uses 25% of the time and inflicts <b>darkness</b> on the entire group. But that's all he needs, because his powerful attack hits eight times. Massive Absorb and high Evade makes this a battle where magic buffs are a must.		

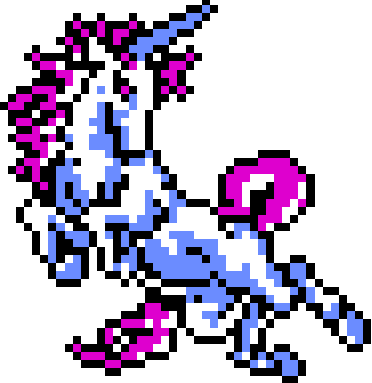




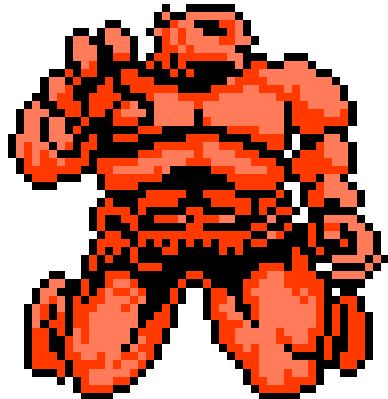
# Waterfall Cave



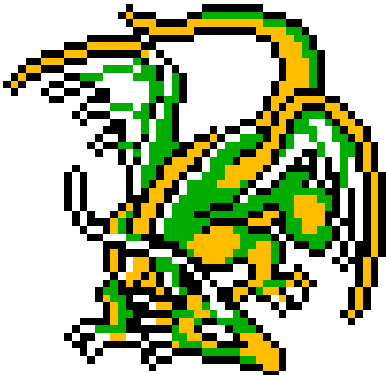
# Nightmare

	HP: 200	GP: 700	EXP: 1272
	3HIT: 30-60	ABSORB: 24	EVADE: 66%
	Difficult to hit with physical attacks, but weak to Ice. May use <b>SNORTING</b> to inflict <b>darkness</b> on a target.		

# Mud Golem

HP: 176	GP: 800	EXP: 1257	
1HIT: 64-128	ABSORB: 7	EVADE: 14%	
Mud Golems are not very durable, but they can cast the <b>FAST</b> spell to augment their attacks. Also capable of causing <b>poison</b> status			

# Gas Dragon

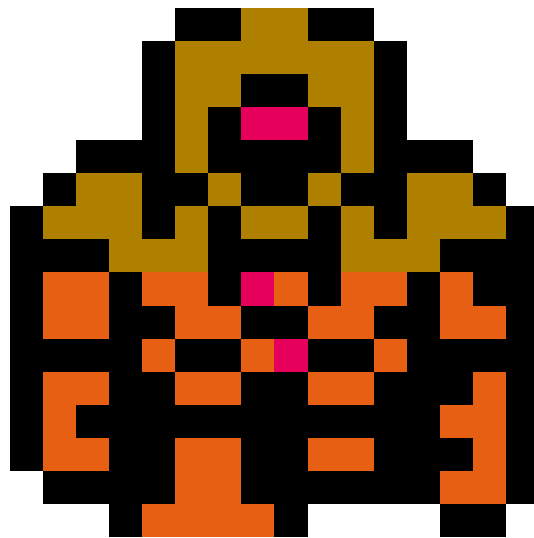
	HP: 353	GP: 5000	EXP: 4068
	1HIT: 72-144	ABSORB: 16	EVADE: 48%
	Possesses a powerful <b>POISON</b> breath attack that deals 136-272 damage to your entire party.		

# A Journey Upstream

Before traveling east in search of the final Crystal, there is one more location near Onrac to be explore. Nearby, a river flows down from the mountains. Hop in your canoe and push upstream to find a cascading waterfall, behind which lies the entrance to the **Waterfall Cave**. An item of great importance can be found here, one required in your quest for the **Wind Crystal**.

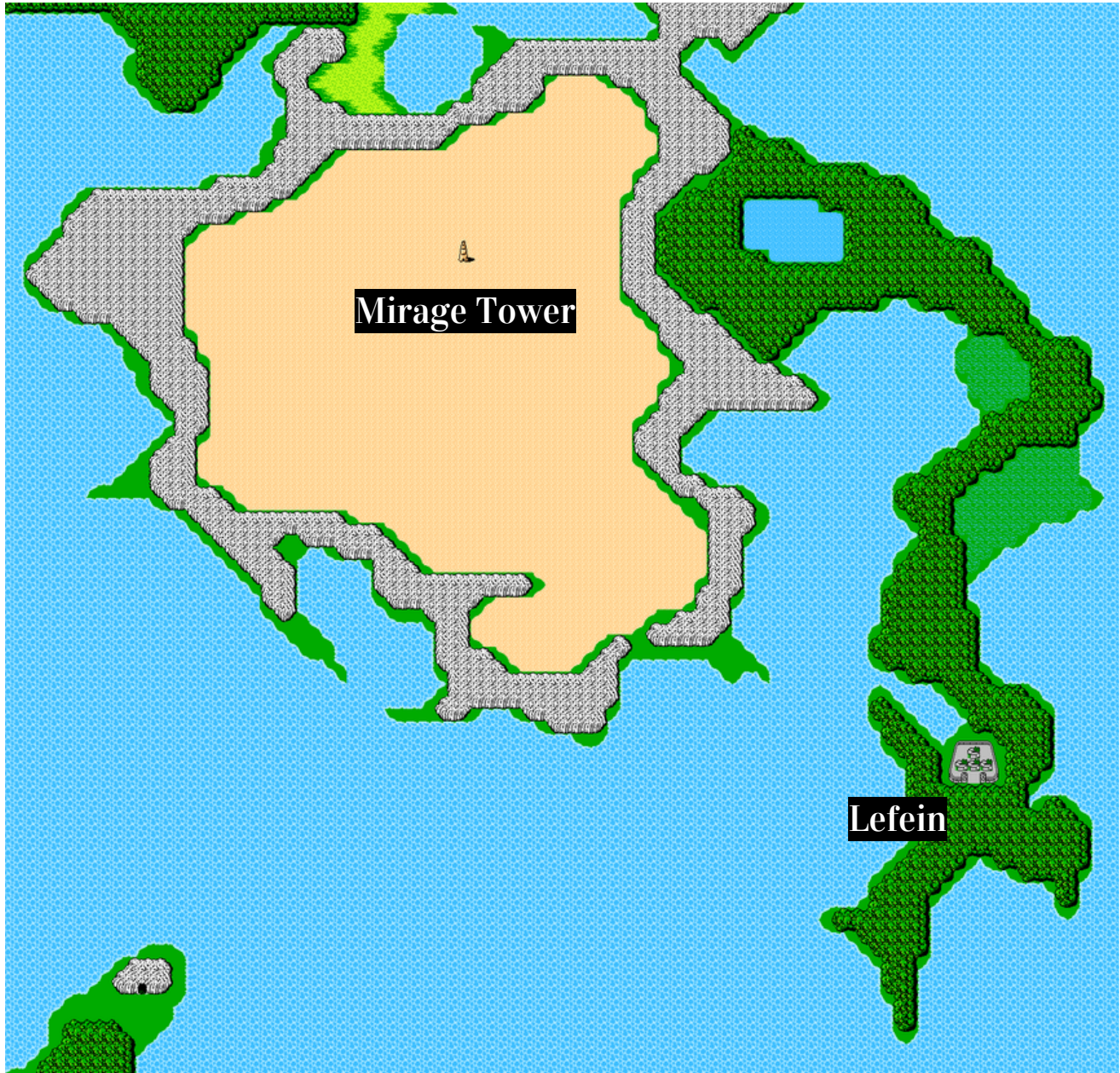
## The Robot's Gift

In Onrac you may have heard rumors of a unknown object that fell from the sky, landing in the vicinity of the Waterfall. If you make your way to the rear of the cave, the nature of the mysterious object becomes a little more clear. The mechanical being will hand over a **Cube** and informs you of its usage in reaching the **Floating Castle**, presumably the location from which it had fallen from. Before you leave the cave, make sure you don't miss the **Wizard's Staff** and the **Defense Sword**. Both weapons come with additional powers that can be activated in the midst of combat.







# Lefein Region




# Tyro

	HP: 480	GP: 502	EXP: 3387
	1HIT: 65-130	ABSORB: 10	EVADE: 30%
	Lots of HP and near-immunity to magic make these beasts a tough challenge.		

# T-Rex

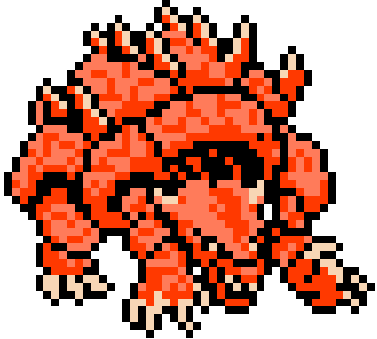
HP: 600	GP: 600	EXP: 7200	
1HIT: 115-230	ABSORB: 10	EVADE: 30%	
Both the rarest and strongest enemy encountered outside of dungeons. Immune to magic.			

# Wyvern


	HP: 212	GP: 50	EXP: 1173
	1HIT: 30-60	ABSORB: 12	EVADE: 48%
	Expect to miss every other attack against these evasive foes. Inflicts <b>poison</b> with each attack.		



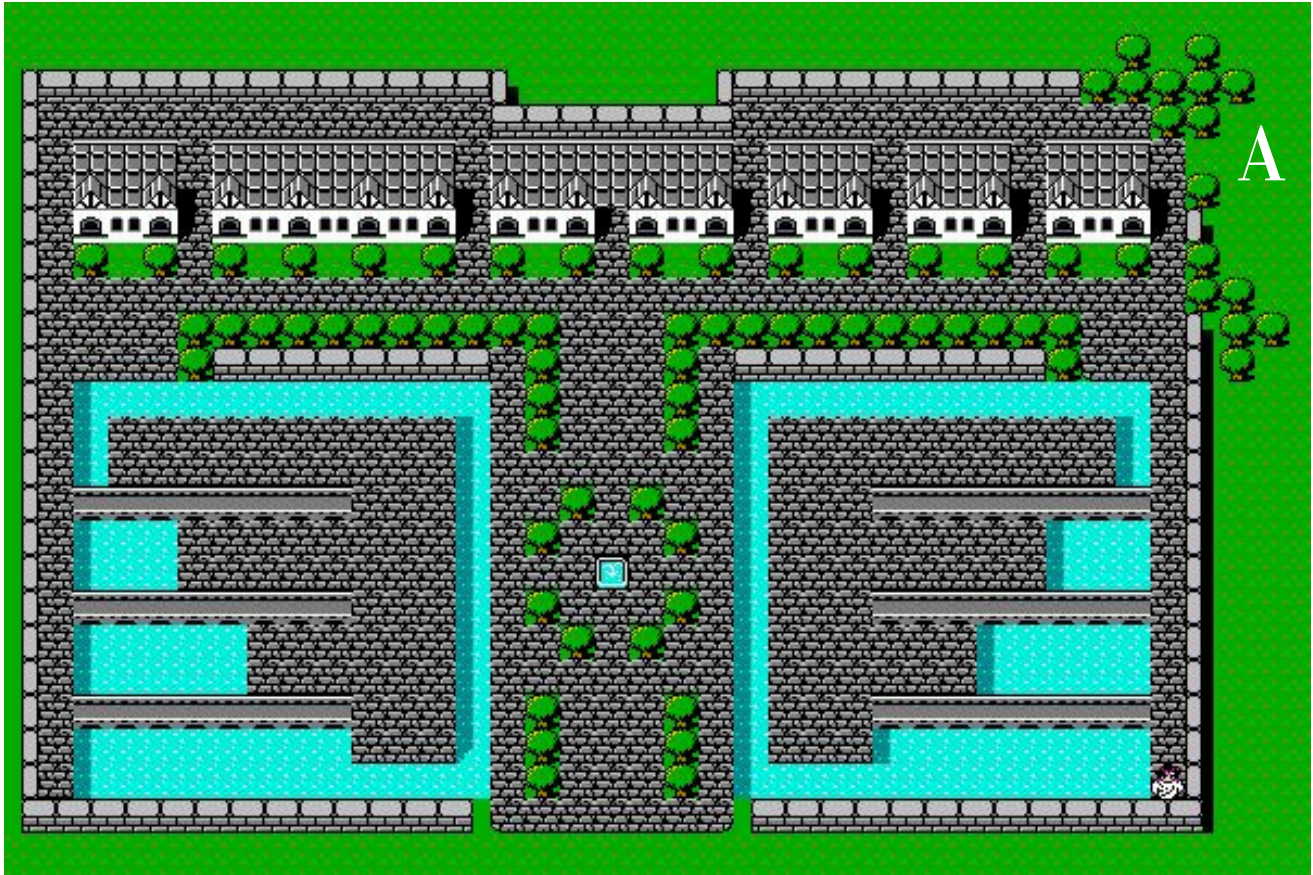
# Red Ankylo

	HP: 256	GP: 300	EXP: 1428
	3HIT: 60-120	ABSORB: 38	EVADE: 28%
	The Red Ankylo's high Absorb stat is nearly unrivaled outside of Boss fights. Also has resistance to magic.		

# Sand Worm

HP: 200	GP: 900	EXP: 2683	
1HIT: 46-92	ABSORB: 14	EVADE: 31%	
Its not difficult to kill a Sand Worm but it does have an ability similar to the Quake spell, <b>CRACK</b> , which has a 50% chance <b>KOing</b> each member in your party.			

# Lefein



**Lefein** is home to the highly advanced civilization that built the **Mirage Tower**. Long ago they lived in a Floating Castle but were forced to flee with the coming of **Tiamat**, the last of the **Four Fiends**. To get there you must land your Airship far to the north and walk south through swamp and forest until you see the city. Here you can buy two of the strongest spells in the game and learn from the locals how to get to the **Floating Castle**.



# Ancient Magic

You will notice that Lefein has no Inn or Clinic, nor any traditional shops. However, hidden among the trees on the edge of town is a pair of secret shop where the last, and arguably most useful, spells can be purchased. For Black Wizards they offer the powerful **Nuke** spell while Wizards can purchase the invaluable **Life2** spell.

LV8 Black Magic	
NUKE	60000gp

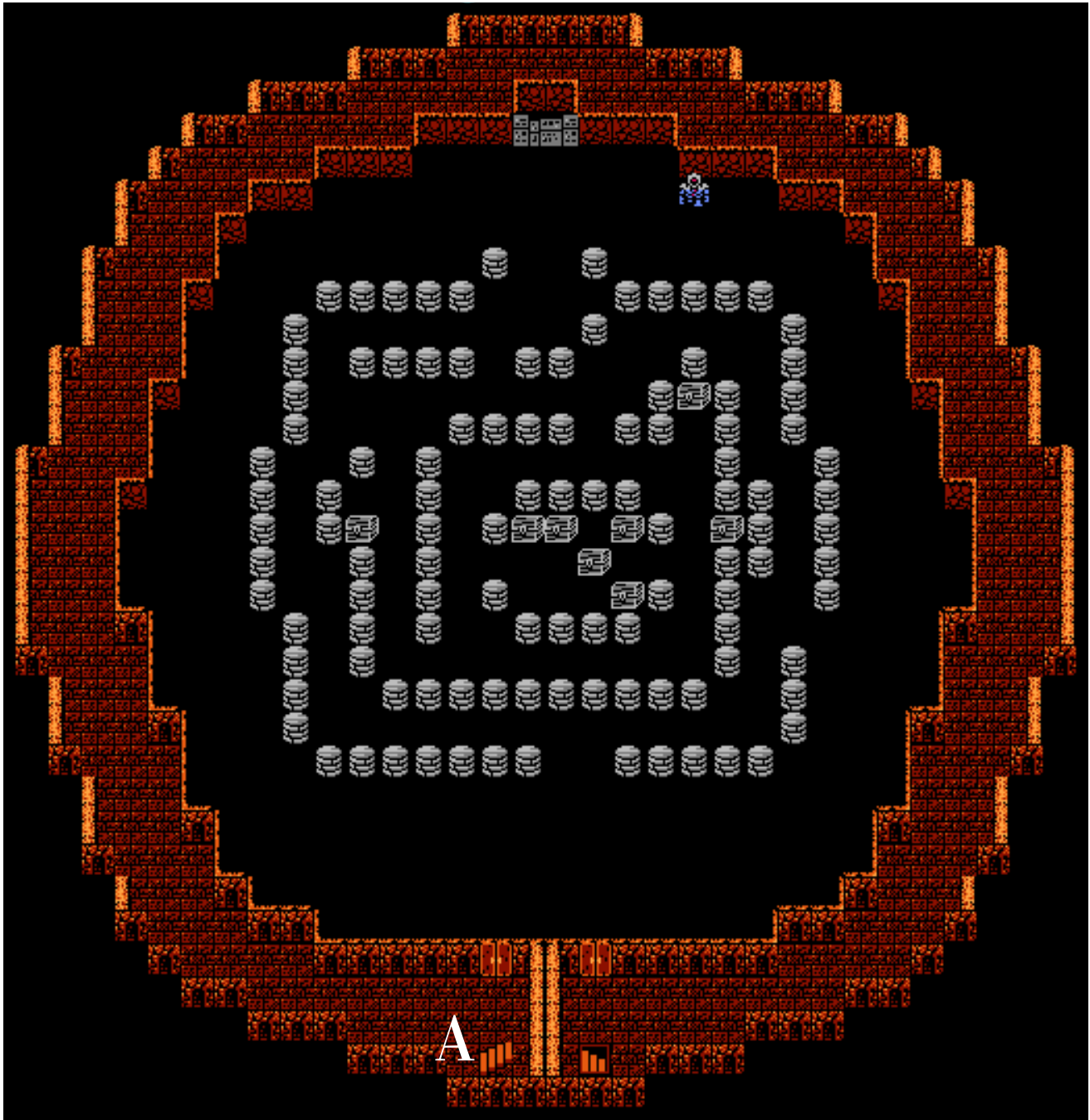
LV8 White Magic	
LIFE2	60000gp

## Dr. Unne

If you visit Lefein early on you will discover that the people speak an **ancient language** which has been forgotten everywhere else in the world. To remedy this situation, you will first need to find the **Slab** in the Sea Shrine, within the ruins inhabited by the Mermaids. Take this relic to Melmond, where the esteemed scholar, **Dr. Unne**, lives. He will be able to decipher the Lefien puzzle, and in return will teach your party to understand the cryptic language. Once you have accomplished this impressive task, return to Lefein and speak with the locals. From one of them you will obtain the **Chime**, a key item which opens the Mirage Tower.

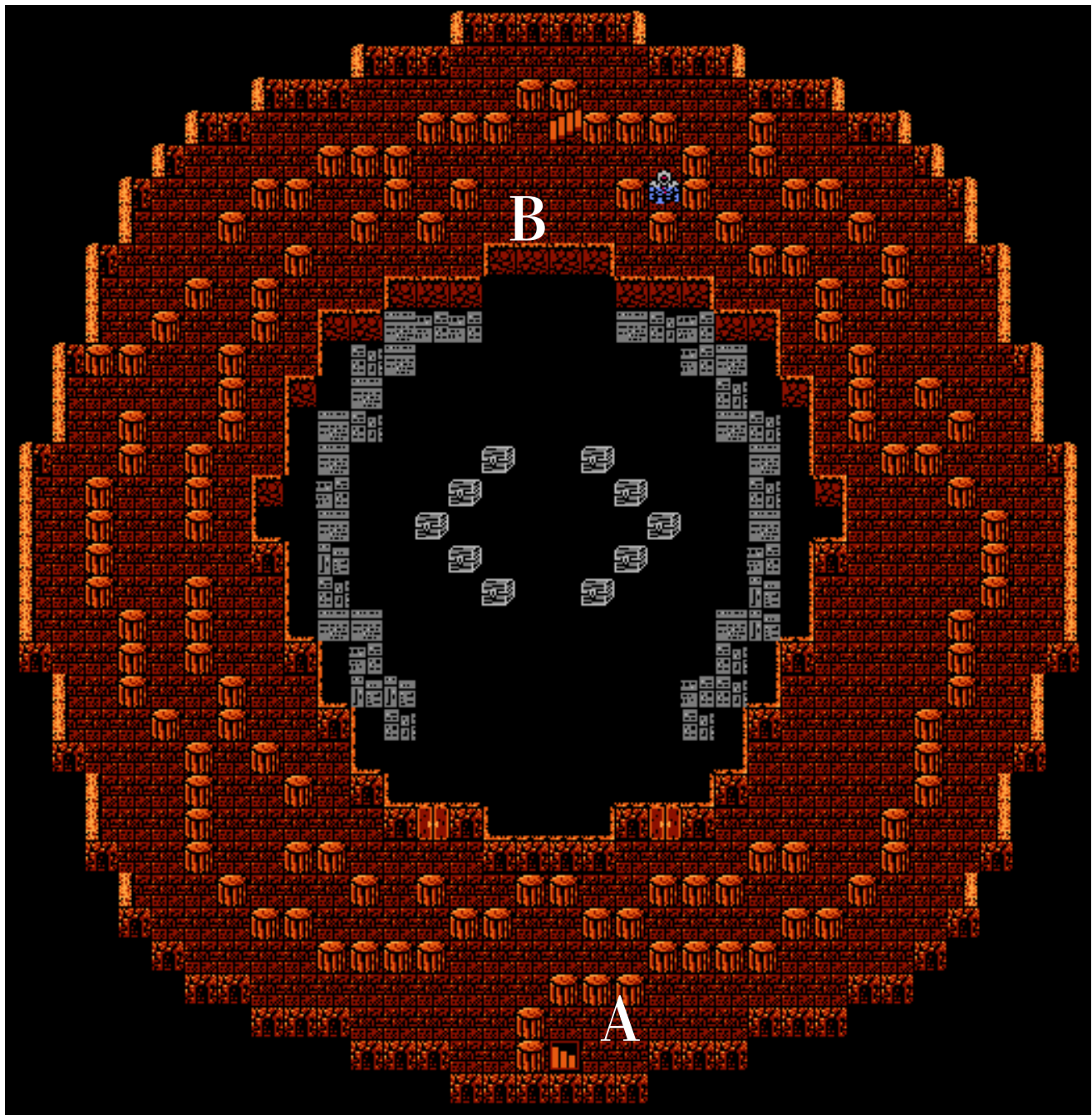


# Mirage Tower



FIRST FLOOR ITEMS: Cabin, Aegis Shield, 2750gp, 3400gp, 18010gp, Vorpai Sword, Healing Helmet, 880gp

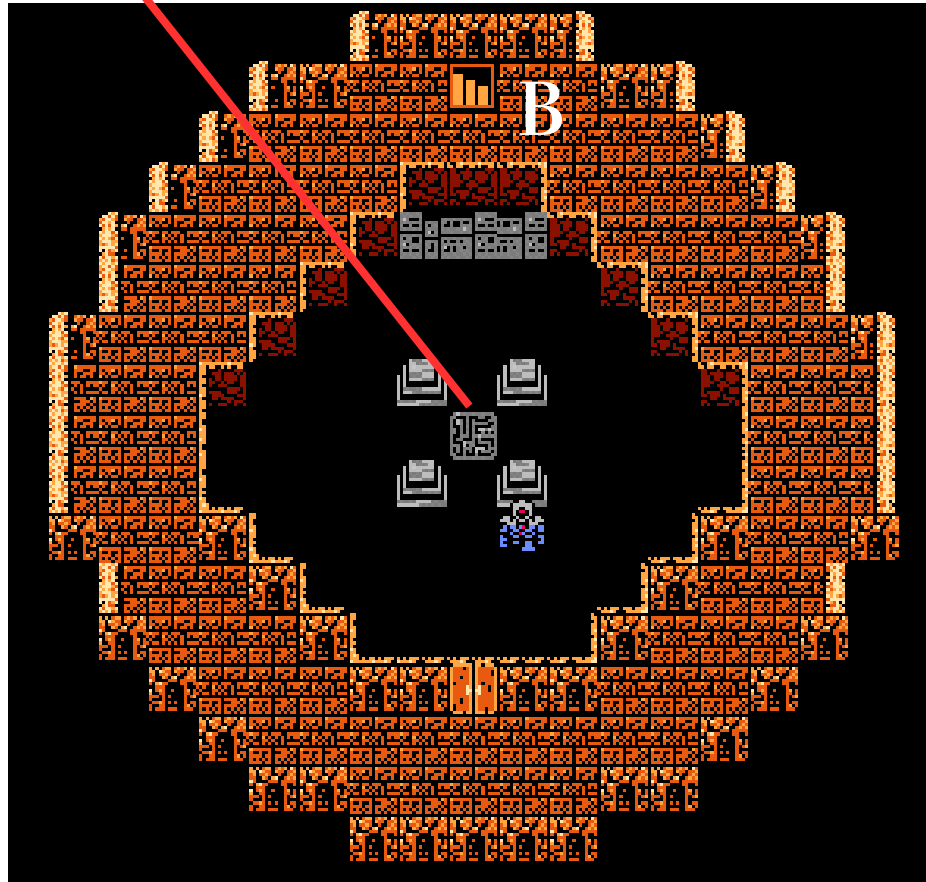




SECOND FLOOR ITEMS: 13000gp, 12350gp, Thor's Hammer, 7900gp, 8135gp, Dragon Armor, 10000gp, Sun Sword, 7690gp, House



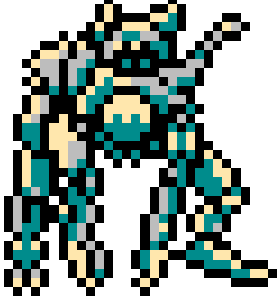
Transporter to the  
Floating Castle




## The Climb

Rising from the center of the Great Eastern Desert like a horn of stone, the **Mirage Tower** is your path to the final fiend, **Tiamat**, who lives somewhere above in the **Floating Castle** of the ancient Lefiens. The tower will only open at the sound of the **Chime** and only with the **Cube** can you reach the castle by activating the transporter at the tower's apex. Along your ascent you will come upon numerous items of great power, including the **Aegis Shield**, the **Vorpal Sword**, **Thor's Hammer**, and the **Sun Sword**.

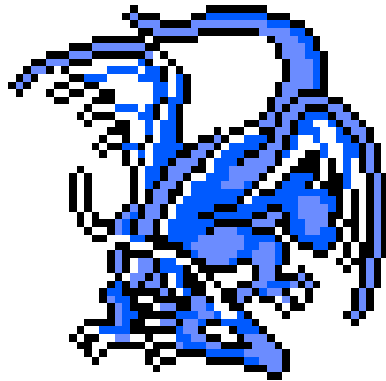
# Guard

	HP: 200	GP: 400	EXP: 1224
	2HIT: 25-50	ABSORB: 40	EVade: 36%
	Lefien machines with high physical resistance, making Lit spells the most effective offense. Can <b>paralyze</b> with it's attacks.		

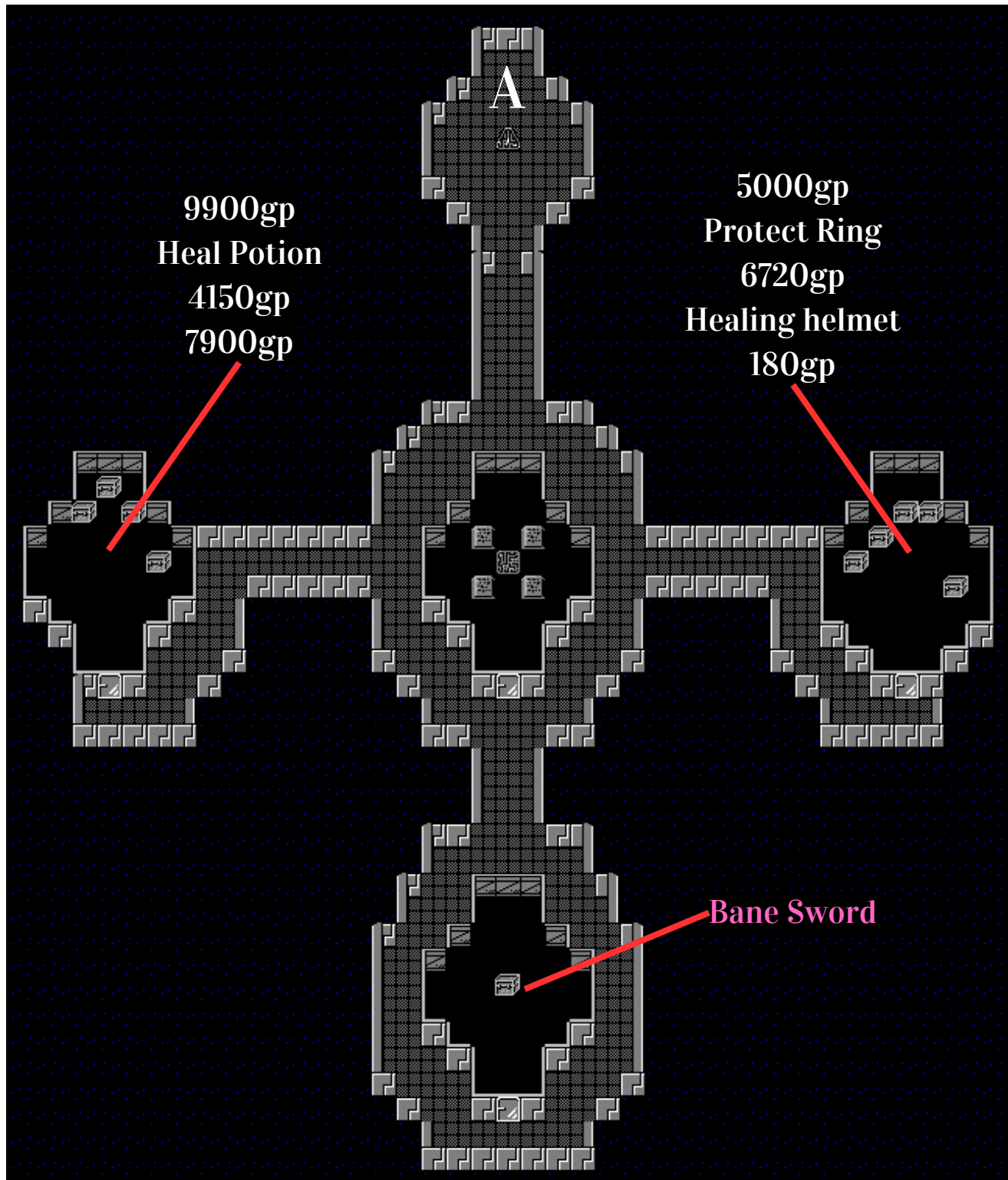
# Chimera

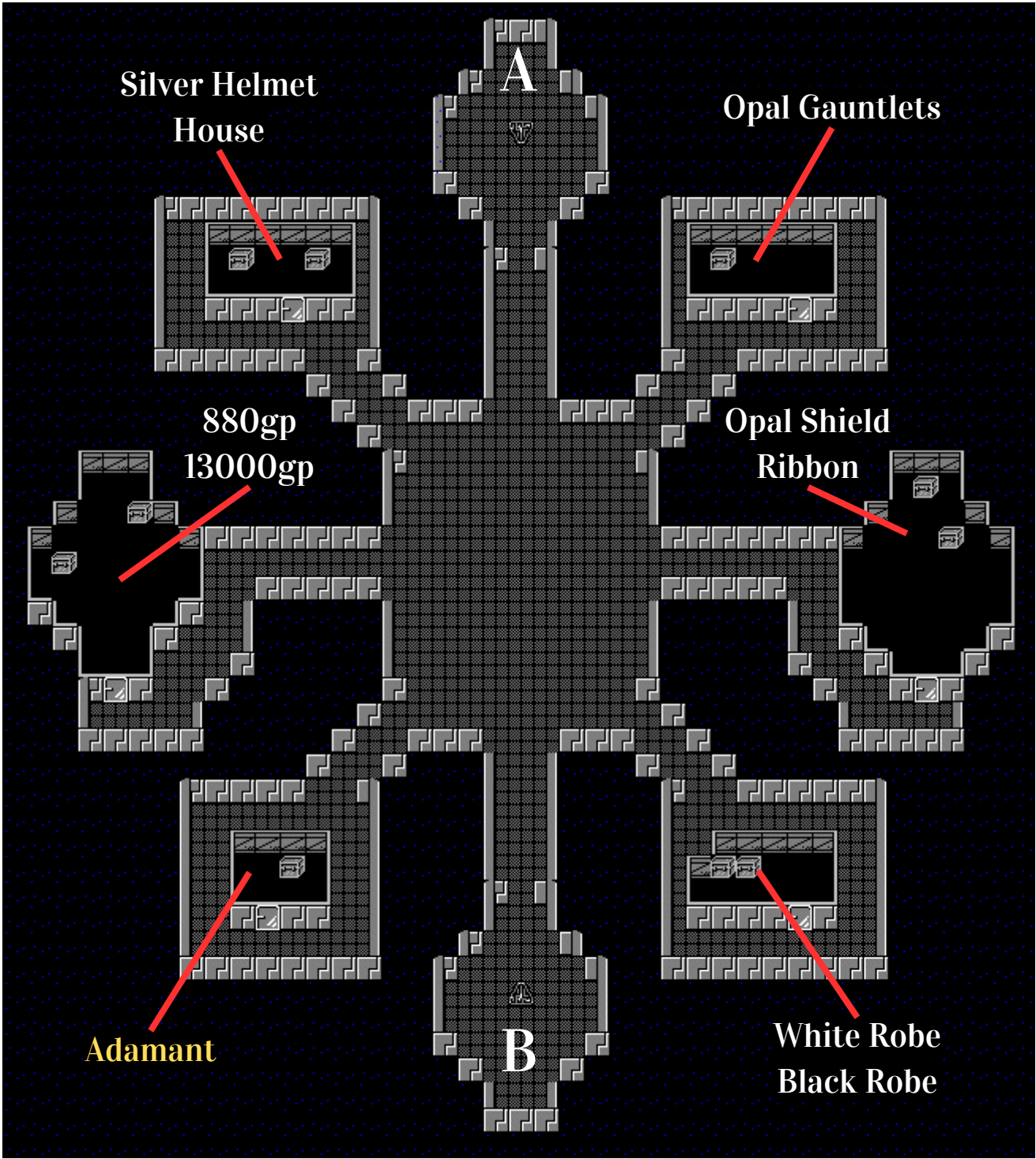
HP: 300	GP: 2500	EXP: 2064	
4HIT: 30-60	ABSORB: 20	EVade: 36%	
A group of Chimeras can quickly whittle down a party with the fire-based <b>CREMATE</b> ability and multi-hit strikes.			

# Blue Dragon

	HP: 454	GP: 2000	EXP: 3274
	1HIT: 92-184	ABSORB: 20	EVade: 48%
	A fierce dragon with magic immunity. May use the <b>THUNDER</b> ability to deal 152-304 to each member in your party.		

# Floating Castle





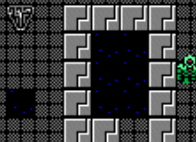
9000gp  
Heal Potion  
Protect Ring  
5450gp



6400gp  
Cloth Armor  
Protect Cloak  
Soft Potion  
9500gp  
8135gp

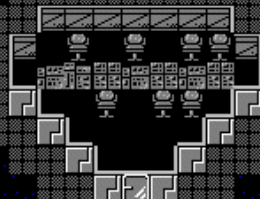


B



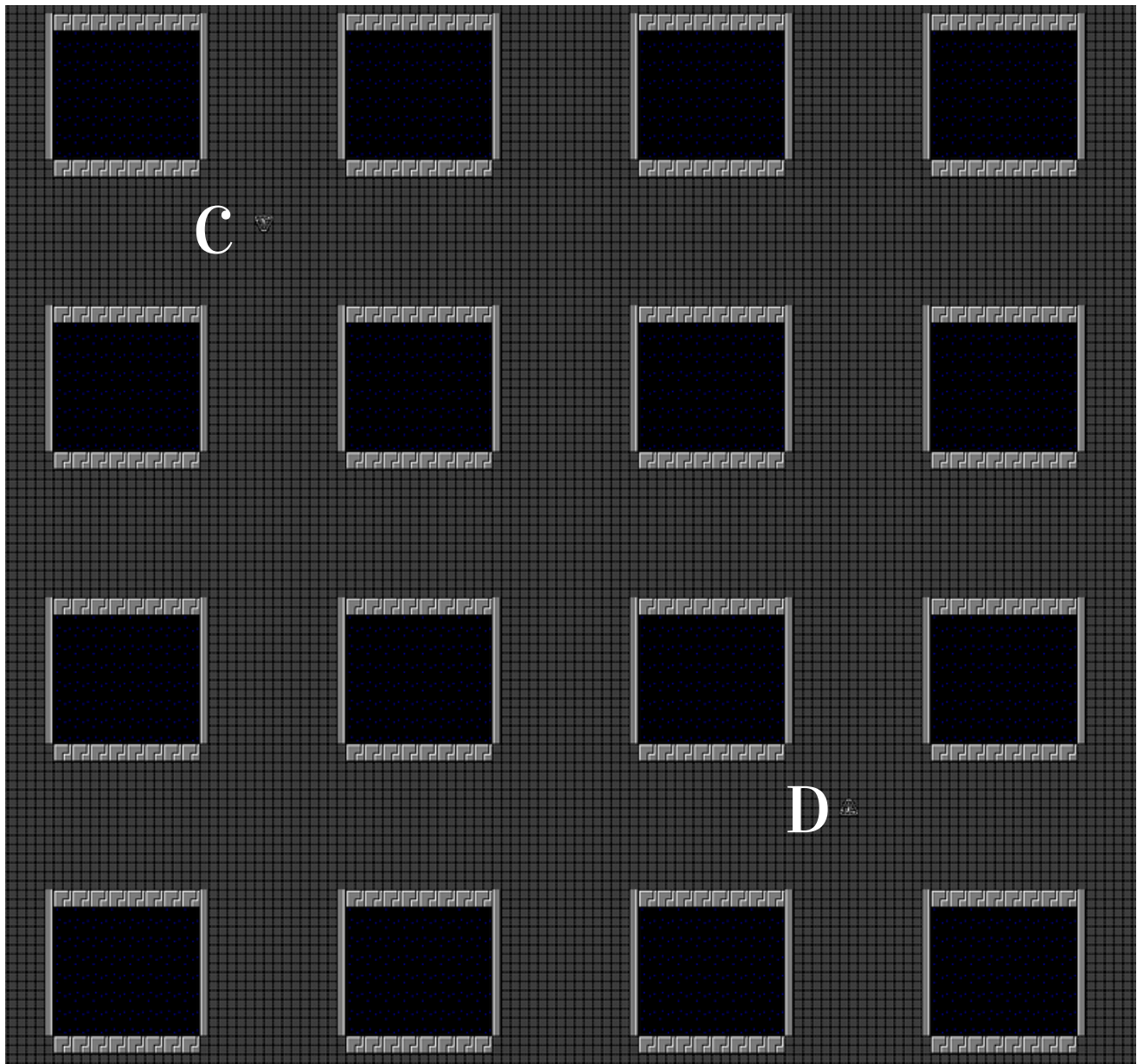
C

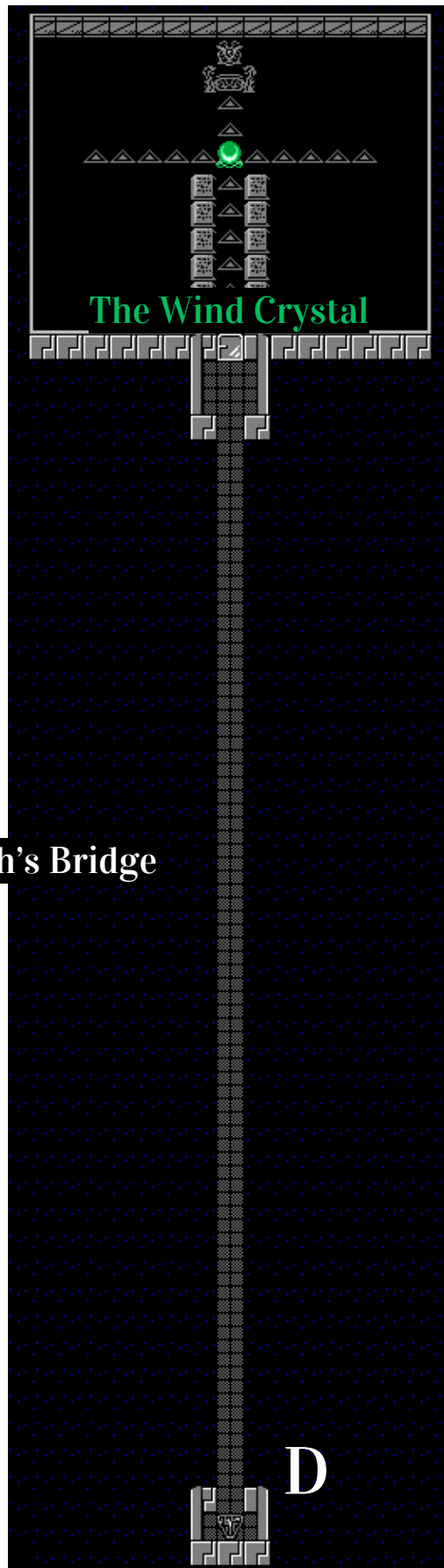
Soft Potion  
4150gp  
3400gp  
Katana





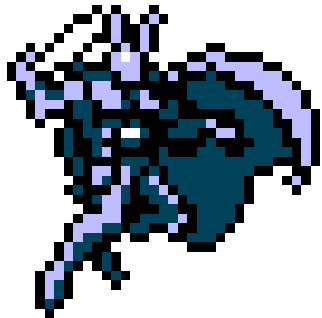
The corridors on the fourth floor endless loop in all directions.



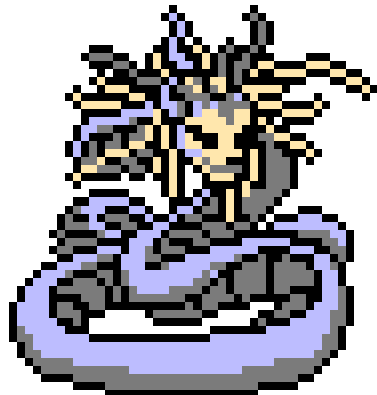


WarMech's Bridge

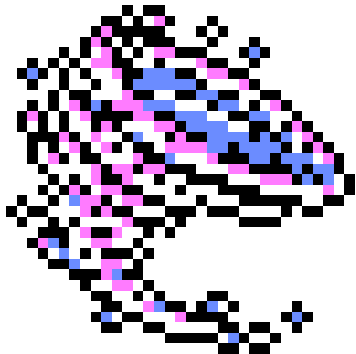
# Badman

	HP: 260	GP: 1800	EXP: 1263
	2HIT: 44-88	ABSORB: 38	EVADE: 18%
	Damage from these Dark Knights can add up quickly when they are found in groups, as they usually are.		

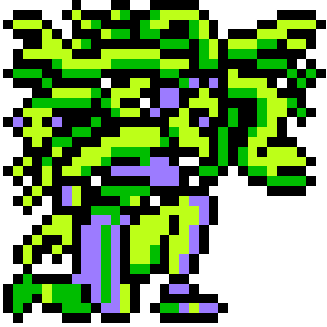
# Grey Naga

HP: 420	GP: 4000	EXP: 3489	
1HIT: 7-14	ABSORB: 16	EVADE: 24%	
Spellcasters who can cast the following: <b>RUSE</b> , <b>MUTE</b> , <b>SLOW</b> , <b>DARK</b> , <b>SLEEP</b> , <b>FIRE</b> , <b>LIT</b> , and <b>HEAL</b> . Also has a <b>poisonous</b> attack.			

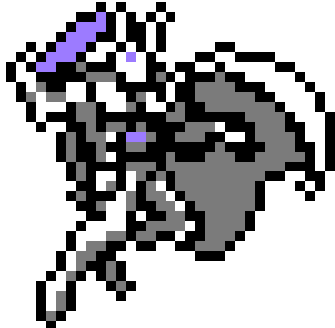
# Air (Elemental)

	HP: 358	GP: 807	EXP: 1614
	1HIT: 53-106	ABSORB: 4	EVADE: 72%
	Air Elementals have incredibly high Evade and moderate magic defense. Usually appear in groups, sometimes with Grey Nagas.		

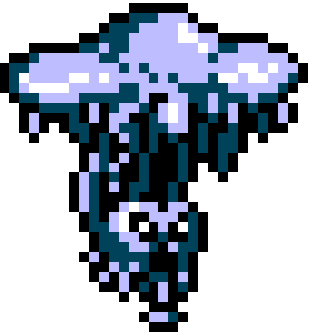
# Green Medusa

	HP: 96	GP: 1218	EXP: 1218
	10HIT: 11-22	ABSORB: 12	EVADE: 36%
	These Medusas have a ten-hit attack, which can induce <b>paralysis</b> . Can also use <b>GLANCE</b> to petrify one target. Weak to fire.		

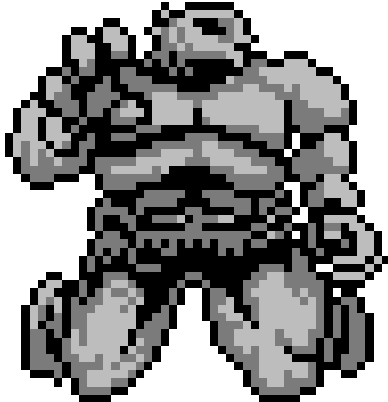
# Evilman

HP: 190	GP: 3000	EXP: 2700	
1HIT: 55-110	ABSORB: 32	EVADE: 21%	
A resilient enemy who may cast the powerful <b>NUKE</b> spell. Also knows <b>XFER</b> , <b>XXXX</b> , and <b>BLIND</b> .			

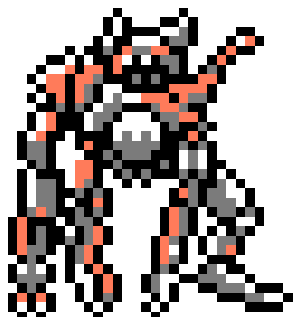
# Slime

	HP: 156	GP: 900	EXP: 1101
	1HIT: 49-98	ABSORB: 255	EVADE: 12%
	Similar to the Scums in Marsh Cave. Nearly immune to physical damage, but weak to fire.		

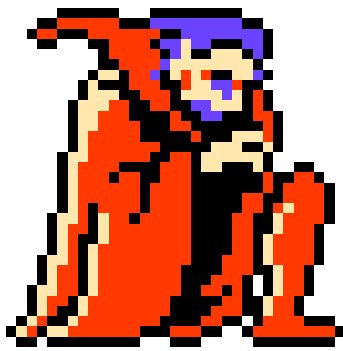
# Rock Golem

	HP: 200	GP: 1000	EXP: 2385
	1HIT: 70-140	ABSORB: 16	EVADE: 12%
	Weaker than it looks. Usually found in groups. Can cast the <b>SLOW</b> spell.		

# Sentry

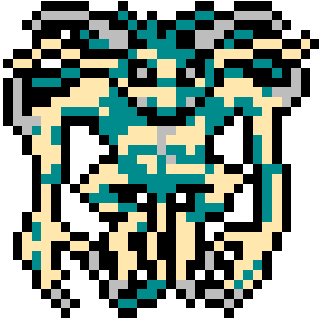
<b>HP: 400</b>	<b>GP: 2000</b>	<b>EXP: 4000</b>	
<b>1HIT: 102-204</b>	<b>ABSORB: 48</b>	<b>EVADE: 48%</b>	
<b>A more powerful Guard with a strong single attack, high Absorb, and high magic defense. Usually appears alone, or leading a Guard.</b>			

# Wizard Vampire

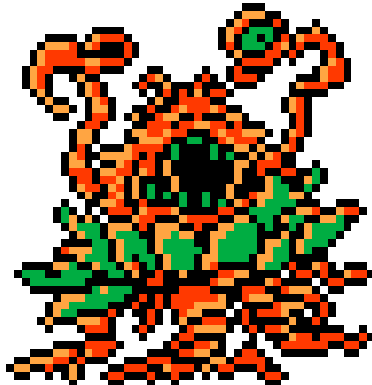
	HP: 300	GP: 3000	EXP: 2385
	1HIT: 90-180	ABSORB: 28	EVADE: 36%
	Knows <b>AFIRE</b> , <b>MUTE</b> , <b>ICE2</b> , <b>LIT2</b> , and <b>FIRE2</b> . Can also <b>paralyze</b> with his attack or with <b>DAZZLE</b> .		



# Fighter

	HP: 200	GP: 3420	EXP: 3420
	1HIT: 20-80	ABSORB: 38	EVAD: 45%
	Dark Elves who mainly use support spells: <b>WALL</b> , <b>XFER</b> , <b>HEAL2</b> , <b>HEAL3</b> , <b>FOG2</b> , <b>INVIS2</b> , <b>CURE3</b> , and <b>CURE4</b> . May support Mages in the Temple of Fiends.		

# Naocho

HP: 344	GP: 500	EXP: 3189	
3HIT: 35-70	ABSORB: 32	EVAD: 12%	
An advanced version of the Ocho with a strong three-hit attack that will likely <b>poison</b> .			

# Excalibur

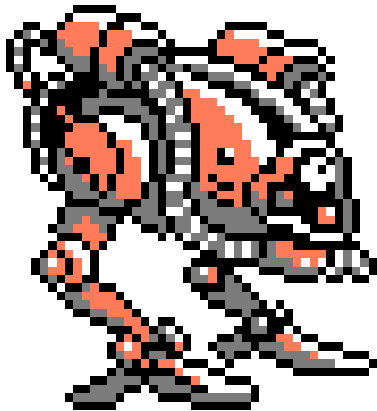
The first thing that you'll notice is that the Flying Fortress is obviously a product of high technology. Transporters and robots are everywhere. On the second floor, you will find a unique, alien metal called **Adamant**. If you have a good memory, you may recall that there is a **blacksmith** in the **Dwarf Cave** looking for such a metal. When you get the chance, return to him with the Adamant and he will use it to craft one of the most powerful swords in the game: **Excalibur**!

## Convergence

The **robot** near the center of the third floor will tell you to look into the window to see the world from the Flying Fortress. Do as it says to learn how the powers of the four elements converge at a single point on the world. This will clue you in to your next destination after completing the Floating Castle. The four forces are flowing together into the center of the map, where sits the **Temple of Fiends**.

## Mini-Boss: WarMech

On the fifth and final floor of the Floating Castle, you must cross a long vertical bridge before you reach the Wind Crystal. As you do so, there is a **4.7% chance** that you will be attacked by a **WarMech**, the ultimate in Lefein security. As one of the most challenging enemies in the game, WarMech is an early example of a hidden SUPERBOSS.

	HP: 1000	GP: 32000	EXP: 32000
	2HIT: 128-256	ABSORB: 80	EVADE: 48%
	High Absorb, Evade, HP, and immunity to magic means WarMech has no weaknesses. Has a 25% chance of using <b>NUCLEAR</b> which deals 160-320 damage to each member of your party.		

# Boss: Tiamat

As the most fearsome of the **Four Fiends**, **Tiamat** will prove to be a fight of epic proportions. Be prepared to suffer from a storm of elemental area attacks. But don't fret, for Tiamat has a major weakness: Poison. As you journey through the Floating Castle, you may have come upon the **Bane Sword**. If things get too dire, use the sword's inherit magic to open the way to the Wind Crystal and your ultimate destiny!



HP: 1000

GP: 6000

EXP: 5496

4HIT: 49-98

ABSORB: 80

EVADE: 36%

Each of Tiamat's four heads has a seperate breath attack that targets everyone: **THUNDER** (152-304 damage), **POISON** (136-272 damage), **BLIZZARD** (100-200 damage), and **BLAZE** (128-256 damage).



# Finale

The present plague of the Four Fiends has been diminished, and the Crystals have been lit. The Fiends, however, had been redirecting their power into the past through the Black Crystal. To end the cycle of evil, the Warriors of Light must use the power of the crystals to travel back 2000 years. There, they will face the root cause of the world's woes with the hope of changing the future.

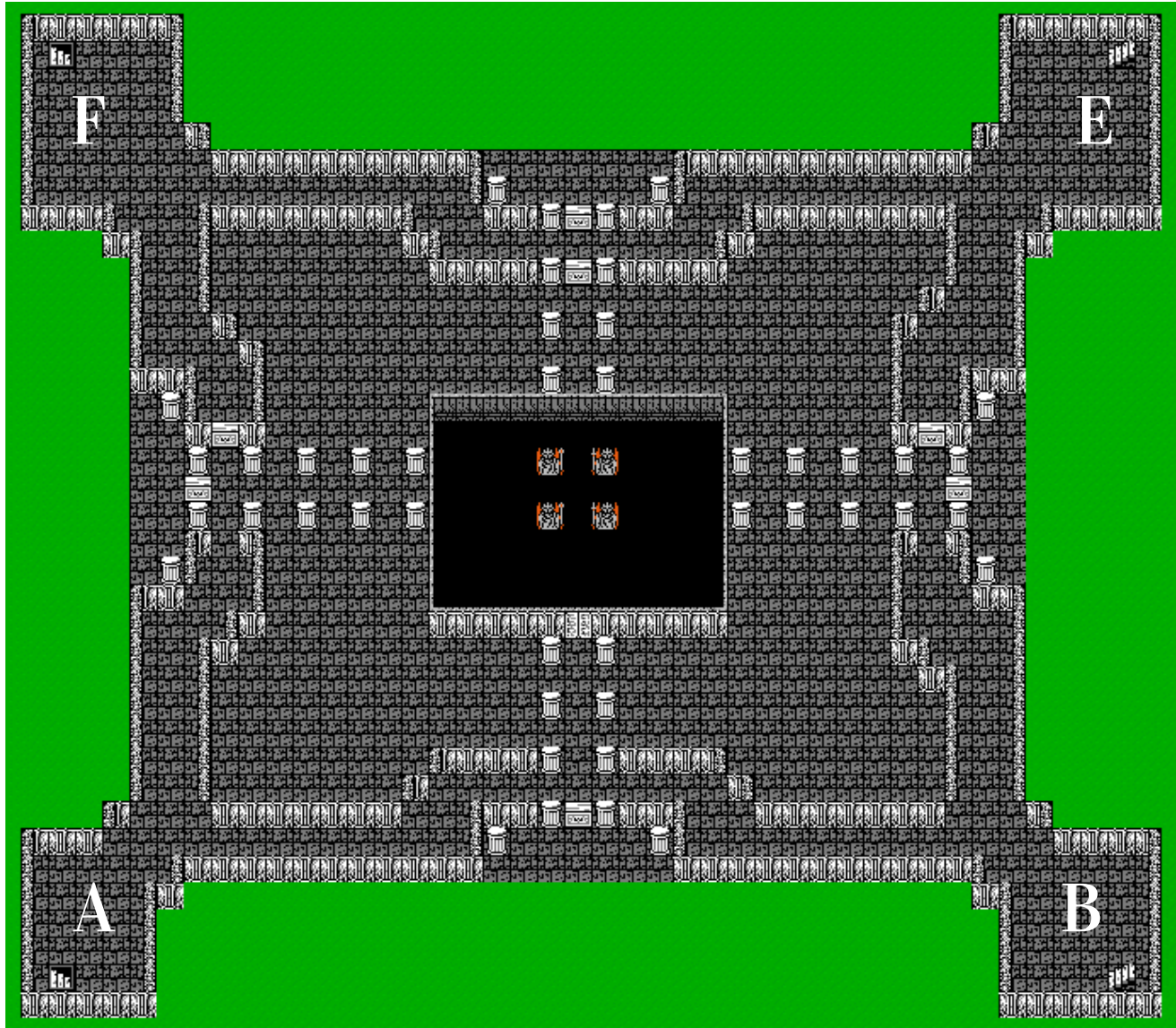
Having defeated Tiamat, it should become apparent that your journey is not yet over. Only the Circle of Sages in Crescent Lake know what to do next. Speak to them at once and learn about the **power that controls the world from 2000 years in the past**. The Temple of Fiends is revealed as a Time Gate that can be used if the Four Crystals shine.

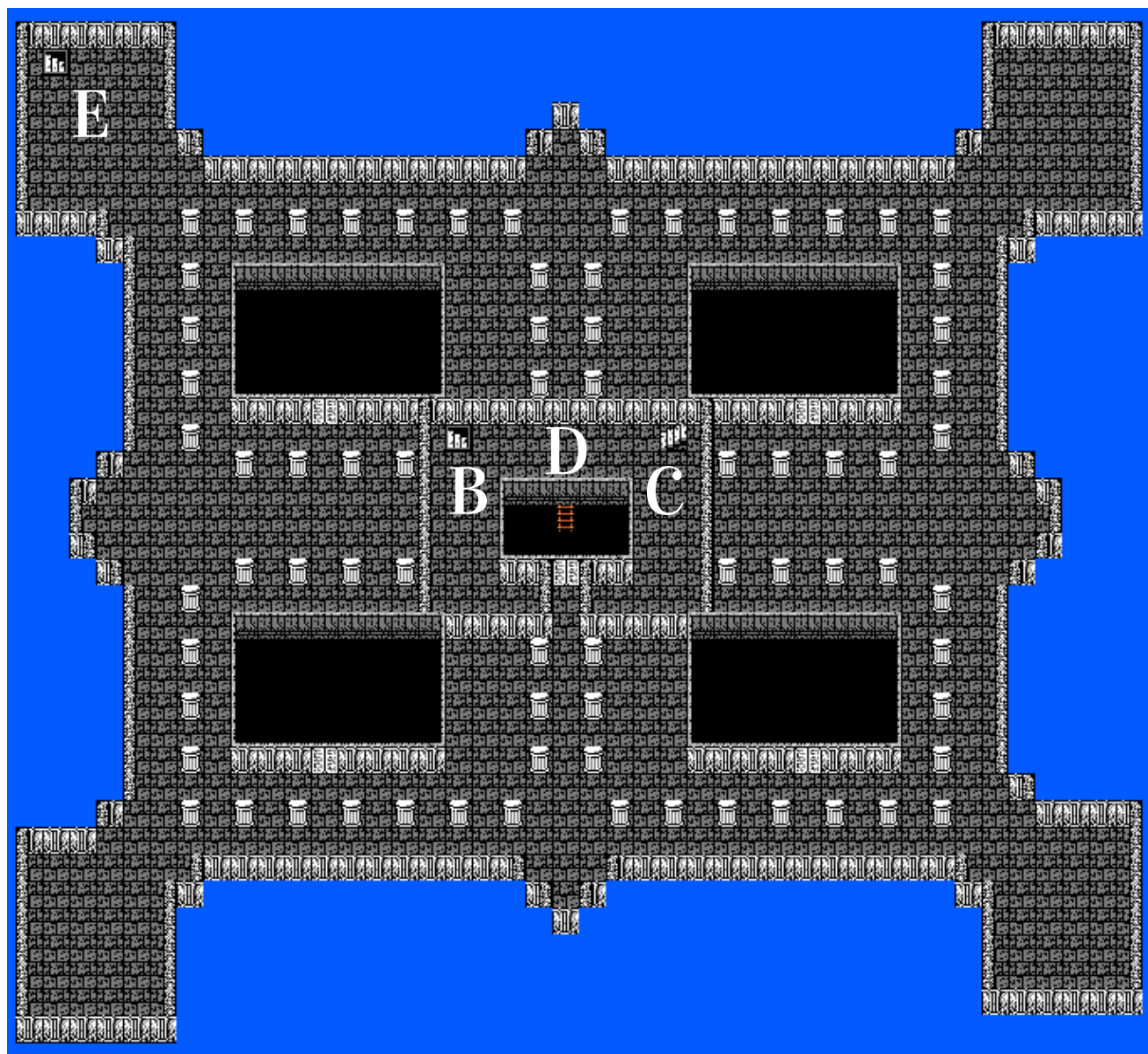
Return to the Temple ruins and speak with the five bats, or rather, the five **transformed Lefeins**, who reside in the chamber once occupied by the Dark Knight Garland. At some point before the Warriors of Light arrived, the Lefeins sent out five warriors to investigate a hypothesis of another force controlling Tiamat. None of them returned, and it was said these warriors have been transformed by the Fiends into bats. From these cursed souls you will learn about the connection between to the Crystals, the Fiends and the **time loop that began two thousand years ago**.

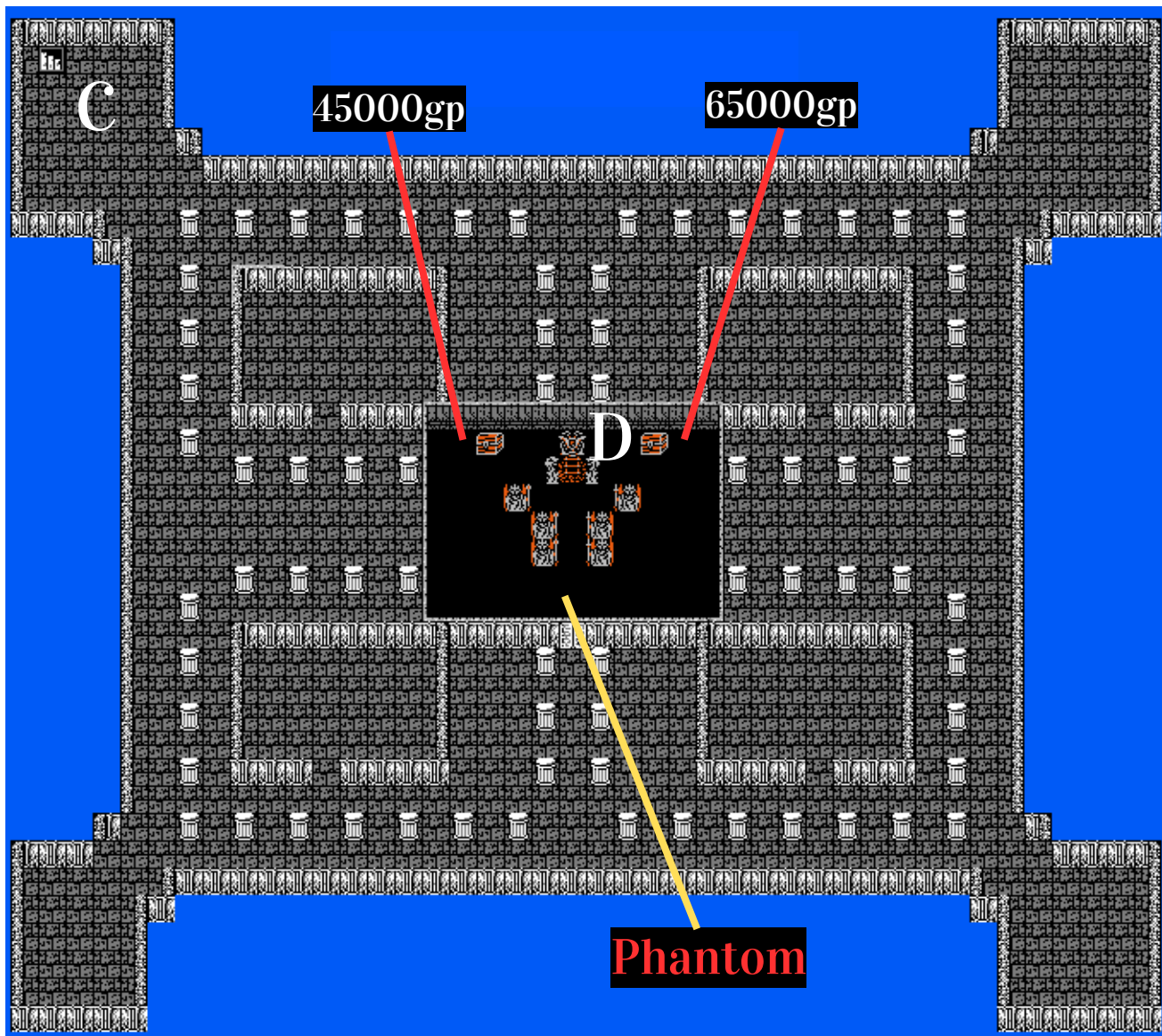
The time has come for the Light Warriors to rid the world of the cause of the decay. With the Four Crystals restored, the **Black Crystal** in the center of the Temple of Fiends will now respond to your touch, transporting your party back 2000 years, long before the Temple fell to ruin.



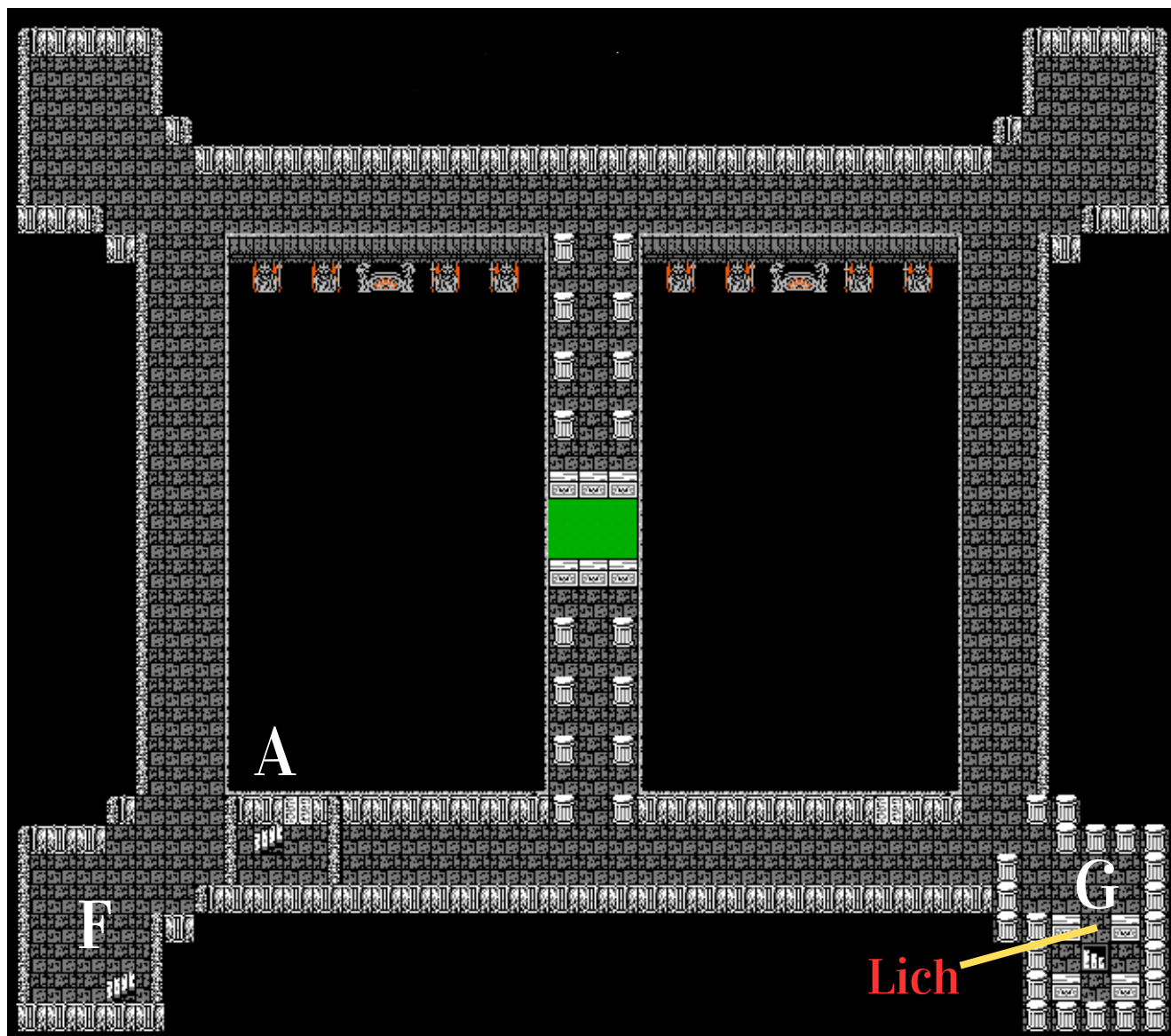
# Temple of Fiends (Past)

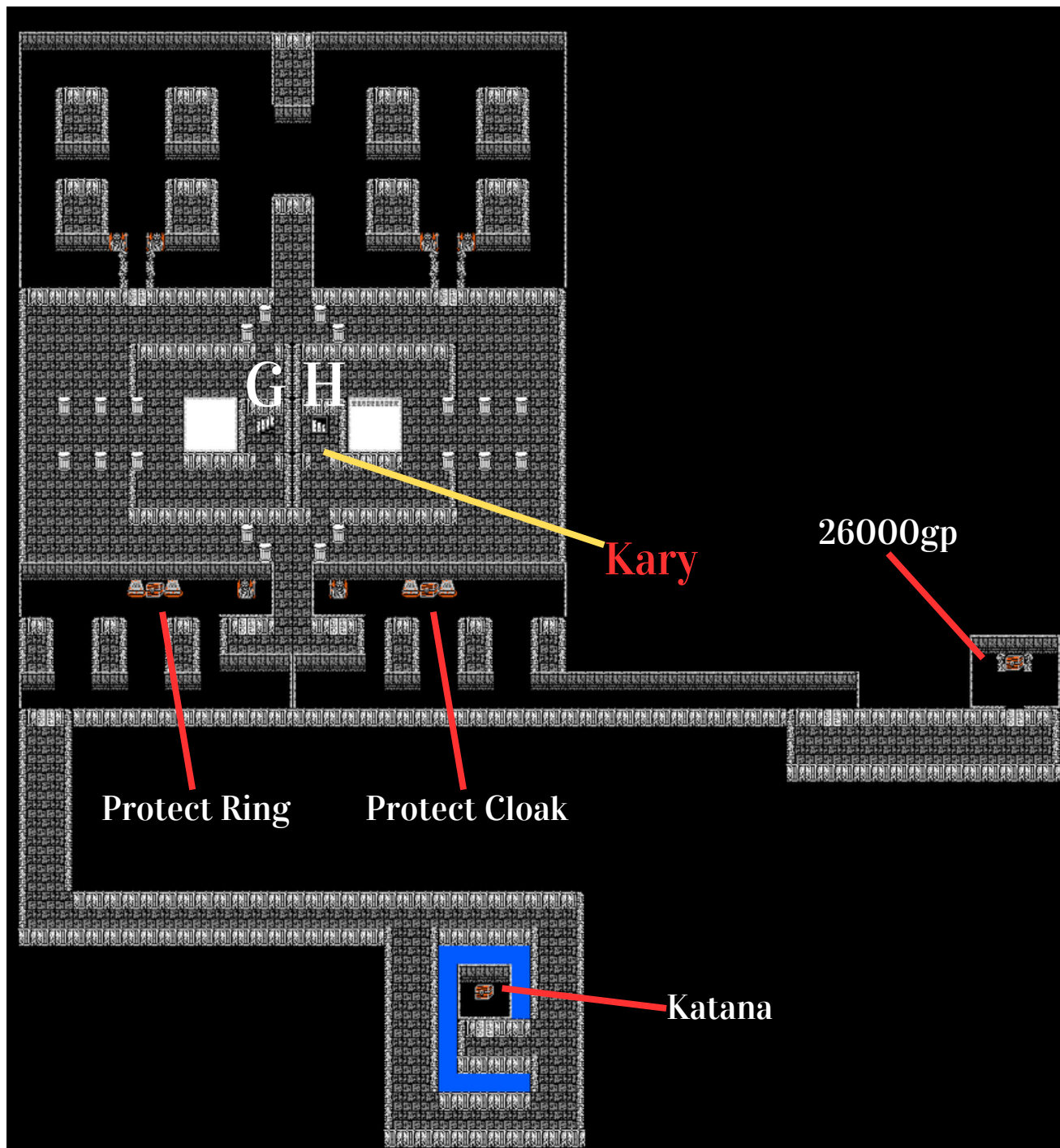












G H

Kary

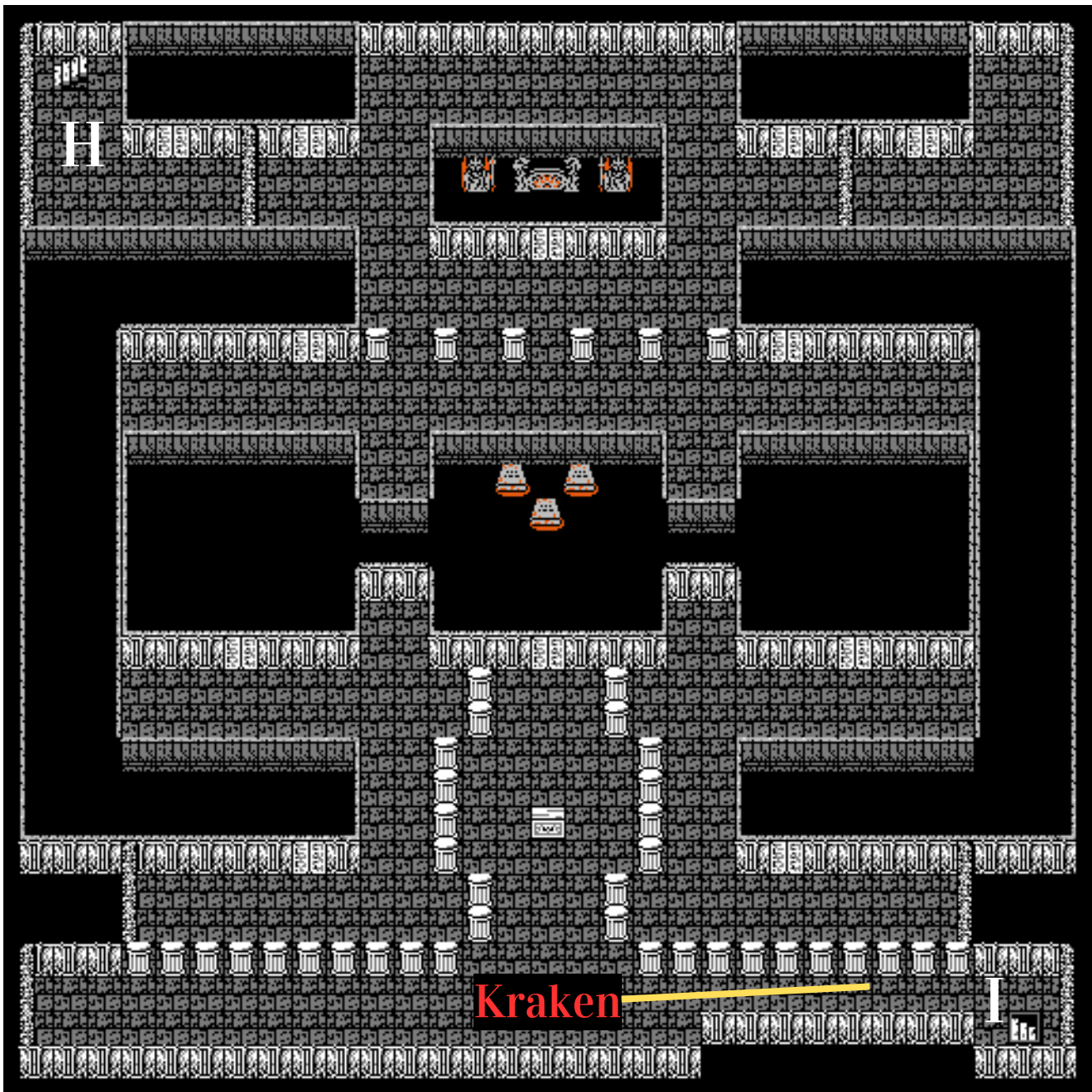
26000gp

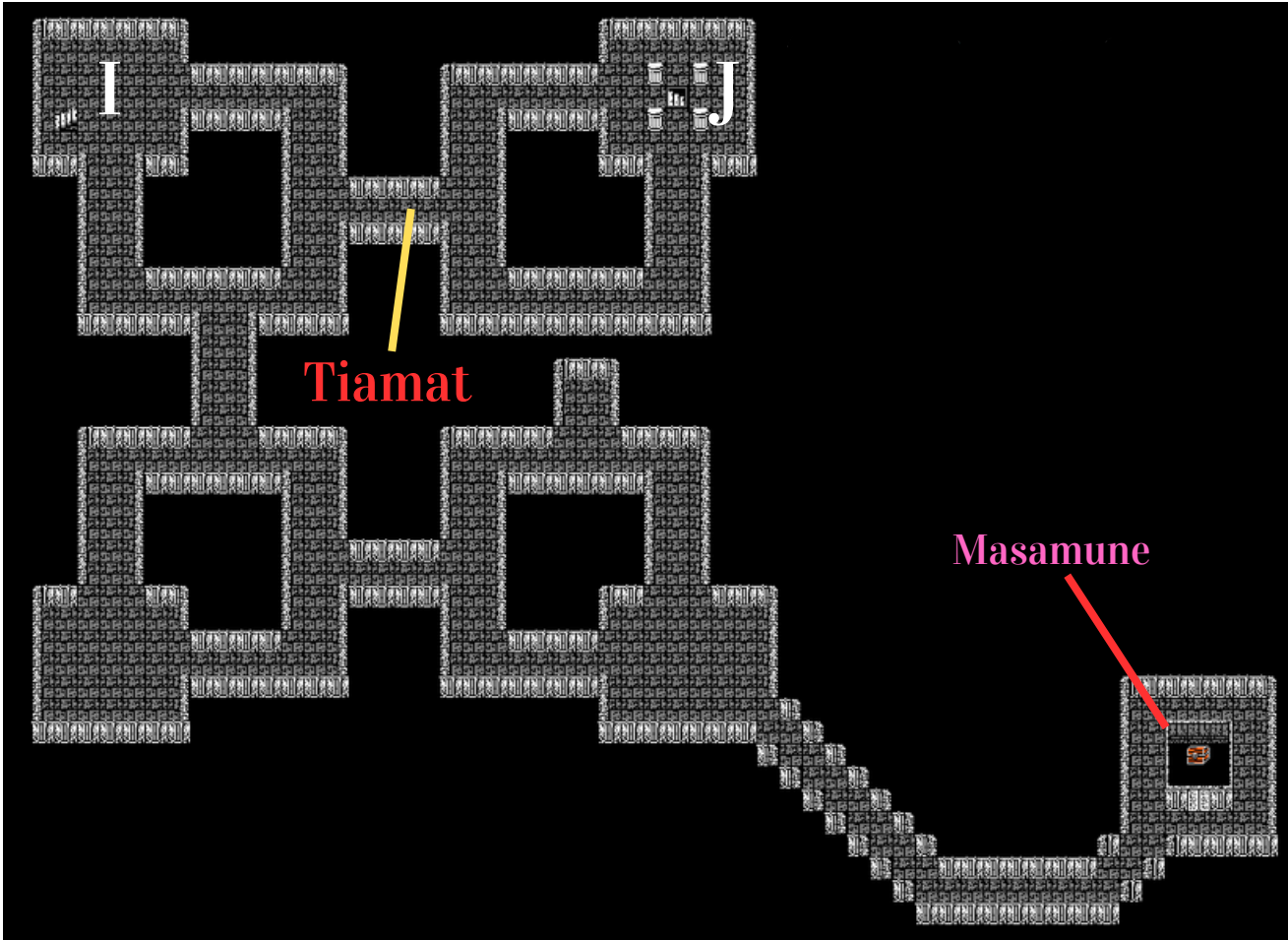
Protect Ring

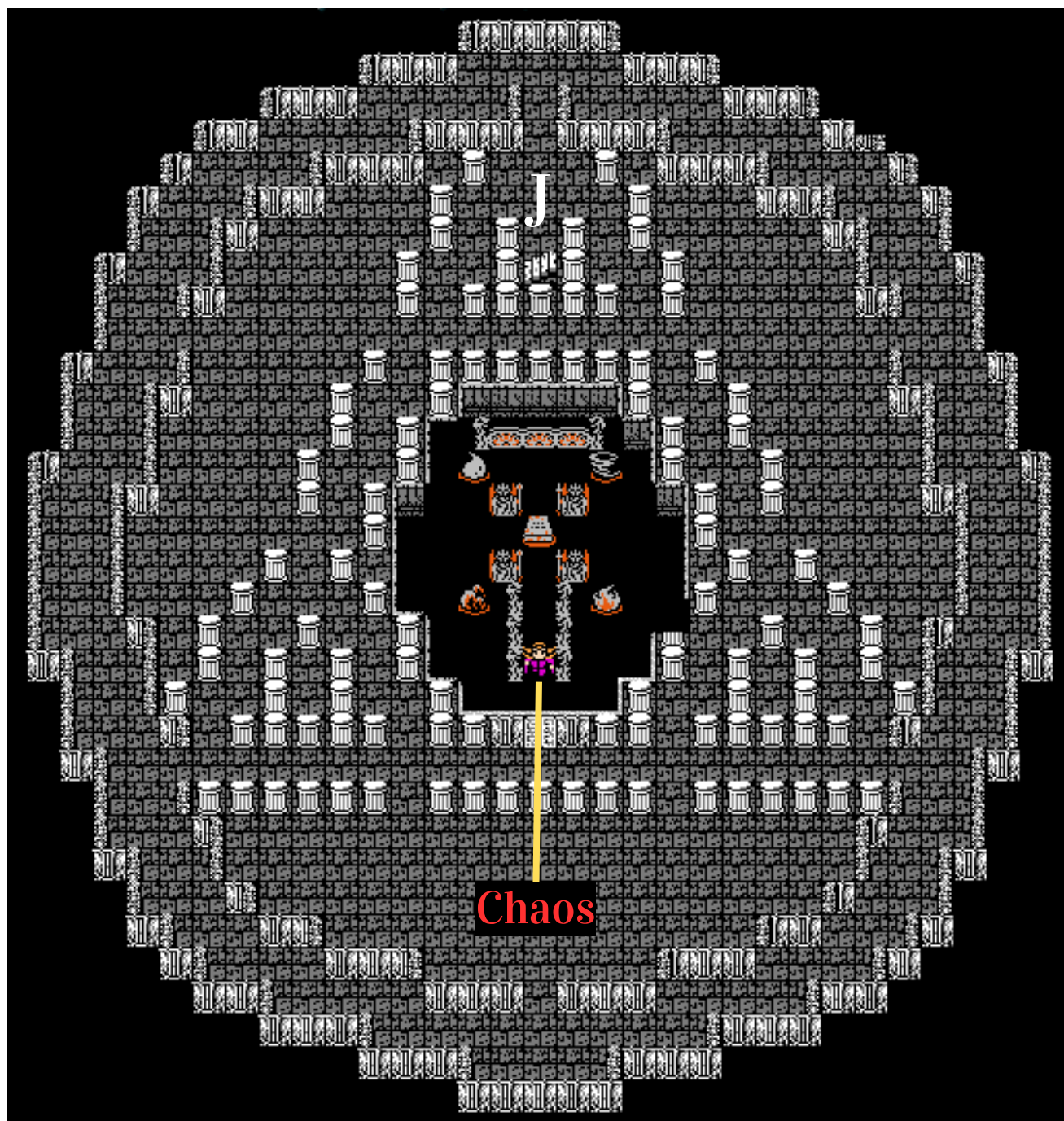
Protect Cloak

Katana






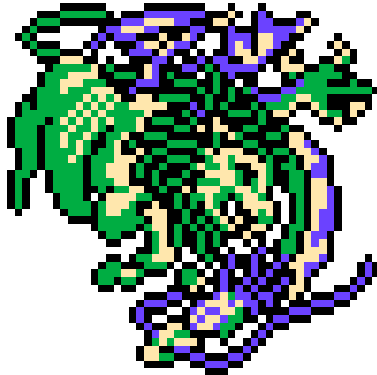




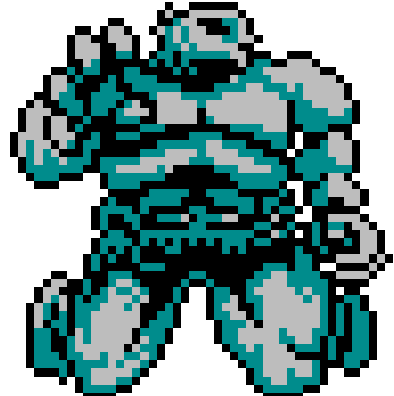
# Worm

	HP: 448	GP: 1000	EXP: 4344
	1HIT: 75-130	ABSORB: 10	EVADE: 18%
	Immune to magic but easy to hurt with physical attacks. Impossible to flee from. Appear in larger groups the farther in you go.		

# Jimera

HP: 350	GP: 5000	EXP: 4584	
4HIT: 40-80	ABSORB: 18	EVADE: 30%	
A variant of Chimera that has a <b>POISON</b> ability that <b>poisons</b> all party members, as well as the fire-based <b>CREMATE</b> ability.			

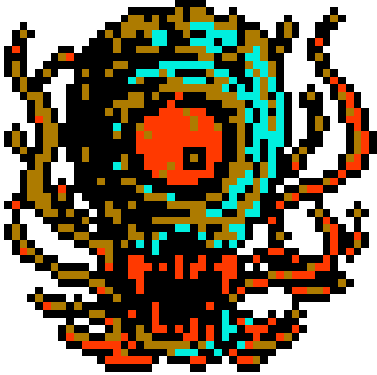
# Iron Golem

	HP: 304	GP: 3000	EXP: 6717
	1HIT: 93-186	ABSORB: 100	EVADE: 12%
	This rare enemy is nearly immune to physical attacks and has very high magic defense. Only critical hits will take it out. <b>TOXIC</b> can <b>KO</b> your entire party.		



## Mini-Boss: Phantom

Before you can descend to the bottom most level, where your final challenge awaits, you will first need to ascend to the highest level where a hidden passage is the only way forward. In the central room of the third floor is a stone alter. If you use the **Lute**, an item given to you by Princess Sara in the distant future, the alter will move, revealing a hidden ladder leading into the dark below. But first you must take on a sinister evil.

	<b>HP: 360</b>	<b>GP: 1</b>	<b>EXP: 1</b>
	<b>2HIT: 120-240</b>	<b>ABSORB: 60</b>	<b>EVADE: 12%</b>
	Uses <b>STOP</b> , <b>ZAP!</b> , <b>XFER</b> , <b>BREAK</b> , <b>RUB</b> , <b>HOLD</b> , <b>MUTE</b> , and <b>SLOW</b> spells. Can also <b>KO</b> with <b>GLARE</b> and has a <b>paralyzing</b> attack.		

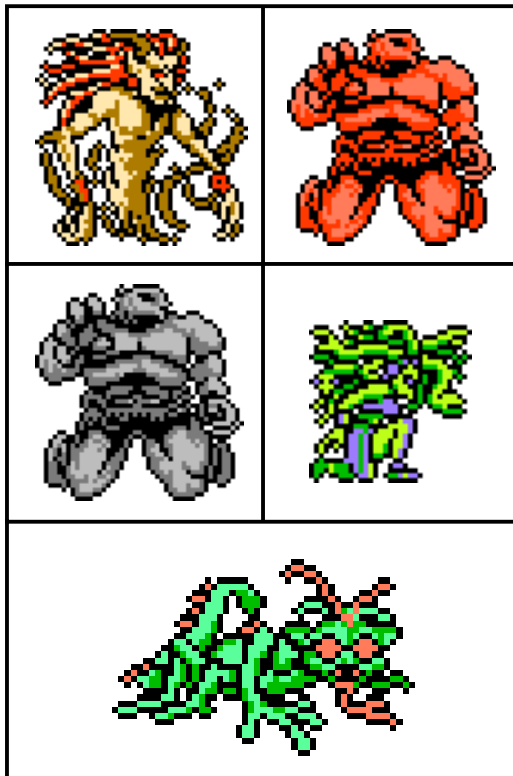
## Return of the Four Fiends

As you travel into the lower levels of the Temple of Fiends you may be caught off guard when the Lich appears for a second showdown. In fact, due to your trip back in time, all **Four Fiends** are alive and well and each must be defeated in order to progress to the next floor. Furthermore, they are stronger this time around.

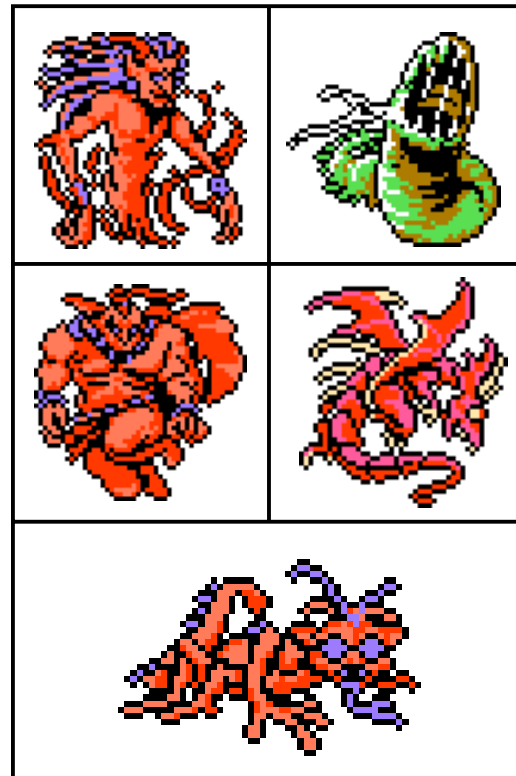
On each floor you will know which Fiend is coming up based on the enemies you are running into. The random encounters follow elemental themes with Basement 1 (Lich) featuring a number of earth-based monsters. fire-based monsters in Basement 2 (Kary), and water-based monsters in Basement 3 (Kraken). Basement 4 (Tiamat) is more loose with the rule and equally features newer enemies like Worms and Iron Golems. Before facing Tiamat, make sure to make a detour to the south to find **Masamune**, a powerful sword that anyone can use.



## B1 - Earth



## B2 - Fire



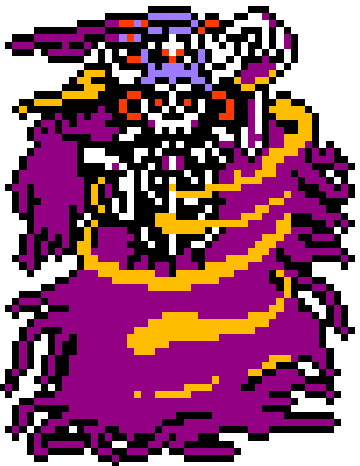
## B3 - Water



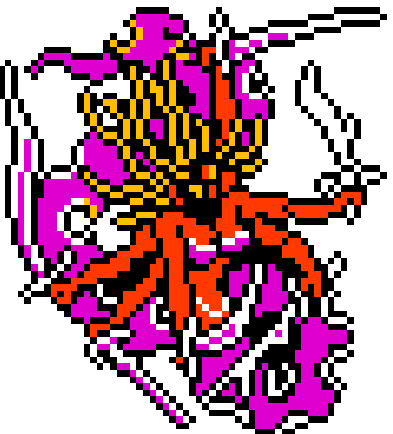
## B4 - Air




## Mini-Boss: Lich

	HP: 500	GP: 1	EXP: 2000
	1HIT: 50-100	ABSORB: 50	EVADE: 24%
	<p>Like before, his attack can induce <b>paralysis</b>. He has a new set of powerful spells at his disposal: <b>NUKE</b>, <b>STOP</b>, <b>ZAP!</b>, and <b>XXXX</b></p>		

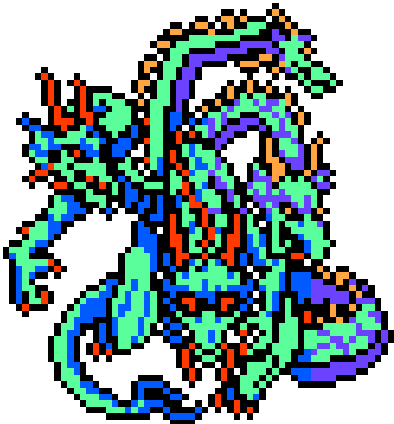
## Mini-Boss: Kary

	HP: 700	GP: 1	EXP: 2000
	6HIT: 60-120	ABSORB: 60	EVADE: 30%
	<p>The damage of Kary's six-hit attack is greatly increased. Additionally she now uses the following spells: <b>FIRE3</b>, <b>RUB</b>, and <b>STUN</b>.</p>		

## Mini-Boss: Kraken

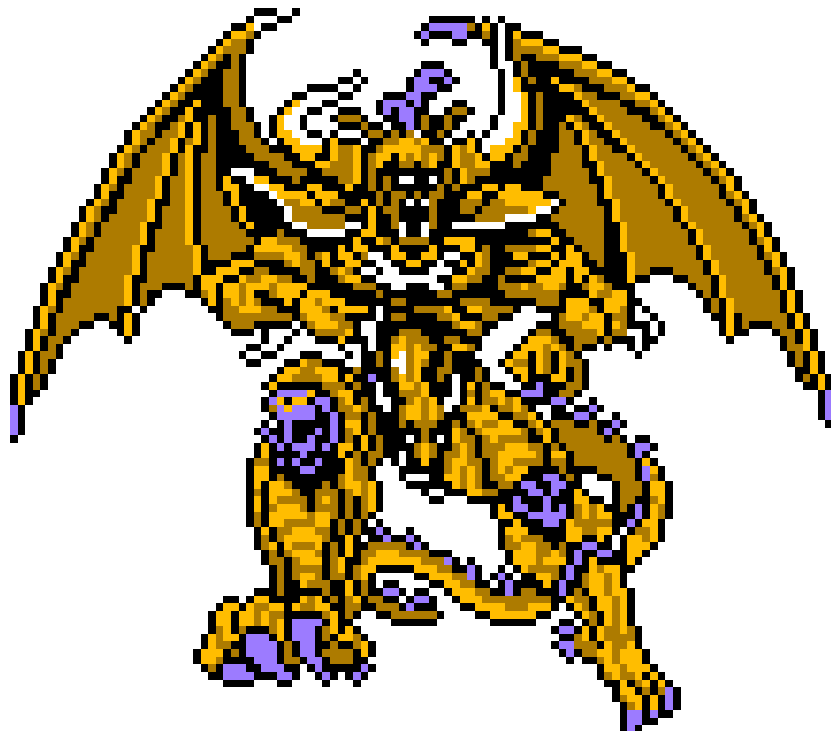
	HP: 900	GP: 1	EXP: 2000
	8HIT: 70-140	ABSORB: 70	EVADE: 49%
	<p>Kraken of the past has the most damaging physical attacks in the game. Once again he can use <b>Ink</b> to inflict <b>darkness</b> on your entire group. He also now knows the <b>LIT2</b> spell.</p>		

## Mini-Boss: Tiamat

	HP: 1100	GP: 1	EXP: 2000
	4HIT: 75-150	ABSORB: 90	EVADE: 45%
	<p>In addition to the four breath attacks, <b>THUNDER</b>, <b>POISON</b>, <b>BLIZZARD</b>, and <b>BLAZE</b>, Tiamat now knows the <b>BANE</b>, <b>ICE2</b>, <b>FIRE2</b>, and <b>LIT2</b> spells. Poison-based damage is also no longer effective.</p>		

# Final Boss: Chaos

When you arrive in the inner sanctum, you will be greeted by none other than... **Garland**? It's true, the knight you battled and defeated so long ago is alive, thanks to the power being fed to him by the Four Fiends, who he has in turn sent into the future to sap the energy of the Crystals, creating an endless loop in time. Unless the cycle is broken, the world will be destroyed. Absorbing the elemental power of the Fiends, Garland transforms into **Chaos** and the final battle begins!



**HP: 2000**

**GP: -**

**EXP: -**

**2HIT: 100-200**

**ABSORB: 100**

**EVADE: 50%**

Chaos has no weakness. Magic damage is nearly useless. His strong attack can **paralyze** and he knows the spells **ICE3**, **LIT3**, **FIRE3**, **SLOW**, **FAST**, **NUKE**, and can heal with **CURE4**. The **CRACK** ability can KO an entire party and **INFERNO**, **SWIRL**, and **TORNADO** all do heavy damage to everyone.





# Epilogue

The Time-Loop is now broken! The 2000 year long battle is over.  
Peace prevails.

Control of the four elements, the Earth, the Wind, the Fire, and  
the Water, again belongs to the earth.

Garland's hatred burned for 2000 years.  
That hatred led the Four Powers to this world.

CHAOS was created from those Four.

Evil dominated the world and covered it in darkness.

But, it is over now, wrong has been set right!!

The LIGHT WARRIORS are returning....  
As they travel in time, the world returns to normal.

Sara waits for them.  
Of course, Garland does too.

But, when did it ever happen?

Everything went mad in a day.  
The reason lies in the 2000 year Time-Loop.

**The Four chose to become one force, and fight against the four  
evil forces that set darkness upon the world.**

**When the Four return, it will be to their past.  
All signs of the battle with the Forces will be erased.**

**But the legend will live on.  
Passed down by the Dwarves, the Elves, and the Passed on by  
peoples unsure where the story came from.**

**The Light Warriors return from their journey back in time.  
The memories stored deep in their hearts will protect the world.**

**Never forget the good and true.**

**Never turn the Four Powers to the dark side.**

**And truth will always live in the hearts of the people.**

**The Warrior who broke the 2000 year Time-Loop is truly a  
LIGHT WARRIOR!  
That warrior was YOU!**

**May the ORBS always shine!**



# The Hidden Puzzle



The 15 Puzzle is a secret minigame in the original Final Fantasy that can be played after having obtained the ship; the player must hold the A button while in the ship and press B several times until the game appears.

In the puzzle the player must organize 15 squares into numerical order by sliding the squares. After solving the puzzle the player receives 100 gil.

The mini-game is found in nearly all later versions, and often includes greater rewards.

# Development

Hironobu Sakaguchi had intended to make a role-playing game for a long time, but his employer Square refused to give him permission as it expected low sales of such a product. However, when the RPG *Dragon Quest* was released and proved to be a hit in Japan, the company reconsidered its stance on the genre and approved Sakaguchi's vision of an RPG inspired by *Ultima* and *Wizardry*. Only three of his colleagues volunteered to join this project headed by him because he was thought of as a "rough boss" in spite of his unsuccessful creations. Eventually, *Final Fantasy* was developed by a team of seven core staff members within Square referred to as the "A-Team". Sakaguchi convinced fellow game designers Koichi Ishii and Akitoshi Kawazu to join the project. Kawazu was mainly responsible for the battle system and sequences, which he based heavily on the tabletop game *Dungeons & Dragons* and the RPG *Wizardry*. For example, enemies' weaknesses to elements such as fire and ice had not been included in Japanese RPGs up until that point. Kawazu had grown fond of such aspects of Western RPGs and decided to incorporate them into *Final Fantasy*. He also advocated the player's option to freely choose their own party member classes at the beginning of the game as he feels that the fun in an RPG begins when the players create a character.

The scenario was written by freelance writer Kenji Terada, based on a story by Sakaguchi. Ishii heavily influenced the game's setting with his idea of the crystals. He also suggested illustrator Yoshitaka Amano as character designer, but Sakaguchi declined at first as he had never heard the artist's name before. When Sakaguchi showed Ishii some drawings on magazine clippings and told him that this was the art style he was looking for, Ishii revealed to him that these were actually created by Amano, hence leading to his involvement in the game. The music for *Final Fantasy* was composed by Nobuo Uematsu and marked his 16th video game music composition. Iranian-American programmer Nasir Gebelli was hired to code the game. He initially tried to understand all aspects of the gameplay but was soon



advised by Sakaguchi to just program the design concepts so he did not have to explain everything to Gebelli in detail. Gebelli was also responsible for creating what is considered to be the first RPG minigame, a sliding puzzle, which he added into the game despite it not being part of the original game design. Among the other developers were graphic designer Kazuko Shibuya, programmers Kiyoshi Yoshii and Ken Narita, as well as debugger Hiroyuki Ito. When the project started to show promise, designer Hiromichi Tanaka and his "B-Team" joined to aid development. The lack of faith in Sakaguchi's team, as well as its unpopularity within the company, motivated the staff members to give their best.

Sakaguchi took an in-development ROM of the game to Japanese magazine Famicom Tsushin, but it would not review it. However, Famitsu gave the game extensive coverage. Initially, only 200,000 copies were to be shipped, but Sakaguchi pleaded with the company to make 400,000 to help spawn a sequel, and the management agreed, then the original Famicom (NES) version successfully shipped 520,000 copies in Japan. Following the successful North American localization of Dragon Quest, Nintendo of America translated Final Fantasy into English and published it in North America in 1990.

Over the years, several theories emerged as to why the game was called Final Fantasy. The original working title for Sakaguchi's RPG concept was Fighting Fantasy, but was changed to avoid issues with a gamebook series of the same name that had already been released. The reason for choosing the word "final" to form the eventual title of Final Fantasy was explained as twofold by Uematsu: for one thing, it stemmed from Sakaguchi's personal situation, as he would have quit the game industry and gone back to university had the game not sold well, and for another, Square was under the threat of bankruptcy at the time, which meant the game could have been the company's last. Although Sakaguchi confirmed some of the theories, he later downplayed the rationale for choosing the word "final", saying that "it was definitely a back-to-the-wall type situation back then, but any word that starts with an 'F' would have been fine".

# Reception

Final Fantasy has been well received by critics and commercially successful; the original Famicom (NES) version shipped 520,000 copies in Japan, grossing more than ¥3 billion or \$21,000,000 (equivalent to \$54,000,000 in 2022) at retail. According to Square's publicity department in 1994, the game had sold 600,000 copies in Japan. The NES release was more successful in North America, where it sold 700,000 copies, adding up to 1.3 million copies sold worldwide by 1994. As of March 2003, the game, including all re-releases and remakes at the time, had shipped 1.99 million copies worldwide, with 1.21 million of those copies being shipped in Japan and 780,000 abroad. As of November 2007, another PlayStation Portable version has shipped 140,000 copies.

Final Fantasy was one of the most influential early console role-playing games and played a major role in legitimizing and popularizing the genre. According to IGN's Matt Casamassina, Final Fantasy's storyline had a deeper and more engaging story than the original Dragon Quest (known as Dragon Warrior in North America). Modern critics have criticized the game for being poorly paced by contemporary standards, as it involves much more time wandering in search of random battle encounters to raise their experience levels and money than it does exploring and solving puzzles. Other reviewers find the level-building and exploration portions of the game as the most entertaining. In 1987, Famitsu initially described the original Final Fantasy as "one of many" that imitated the Dragon Quest formula. Roe R. Adams, III reviewed the game for Computer Gaming World, and stated that gamers should "put Final Fantasy high on your list of games to recommend to people who have no idea what a CRPG is or how to play one". The game is considered by some to be the weakest and most difficult installment of the series.

The subsequent versions of Final Fantasy have garnered mostly favorable reviews from the media. Peer Schneider of IGN enjoyed the WonderSwan Color version, praising its graphical improvements, especially the environments, characters, and monsters. Famitsu scored this version a 30 out of 40. Final Fantasy Origins was generally well-received; GamePro said the music was "fantastic", and that the graphics had a suitably retro cuteness to them. Reviews for Final Fantasy I & II: Dawn of Souls were generally positive, with Jeremy Dunham of IGN giving particular praise to the improved English translation, saying it was better than any previous version of the game. The PlayStation Portable version was not as critically successful as the previous releases; GameSpot's Kevin VanOrd cited the visuals as its strongest enhancement but stated that the additional random enemy encounters and updated graphics did not add much value. The Dawn of Souls package was rated 76th in Nintendo Power's Top 200 Games list.

# Legacy

A soundtrack album was released together with the score of Final Fantasy II in 1989. Some of the game's tracks became mainstays to the Final Fantasy series: the "Prelude", the arpeggio played on the title screen; the "Opening Theme", which is played when the party crosses the bridge early in the game and later referred to as the Final Fantasy theme; and the "Victory Fanfare", which is played after every victorious battle. The opening motif of the battle theme has also been reused a number of times in the series. Final Fantasy was also the basis for the series finale of a video game-themed cartoon series Captain N: The Game Master entitled "The Fractured Fantasy of Captain N". 8-Bit Theater, a sprite-based webcomic created by Brian Clevinger, parodies the game, and has become very popular in the gaming community since it started in March 2001.

Elements from the video game have also appeared in a series of fighting games: Dissidia Final Fantasy, Dissidia 012 and Dissidia NT. Warrior of Light, based on Yoshitaka Amano's design of the lead character, and Garland are the respective hero and villain representing Final Fantasy. Warrior of Light is voiced by Toshihiko Seki in the Japanese version and Grant George in the English version, while Garland is voiced by Kenji Utsumi (Dissidia Final Fantasy and Dissidia 012) and Kōji Ishii (Dissidia NT) in the Japanese versions and Christopher Sabat in the English versions. All the games add background information to the world of Final Fantasy. For instance, Dissidia 012 Final Fantasy names the world of Final Fantasy "World A" in order to distinguish it from World B, the world of Dissidia. Characters and music from Final Fantasy have also appeared in the Theatrhythm Final Fantasy series. The Amano Warrior of Light makes an appearance as a boss in Shadowbringers, the third expansion pack for Final Fantasy XIV. Stranger of Paradise: Final Fantasy Origin, an alternate universe prequel to the original Final Fantasy, contains numerous references and allusions to the original game, in addition acting as an "origin story" of the antagonist Chaos and the four Warriors of Light.

# Other Versions

Final Fantasy has been remade several times for different platforms and has frequently been packaged with Final Fantasy II in various collections. While all of these remakes retain the same basic story and battle mechanics, various changes have been made in different areas, including graphics, sound, and specific game elements.

Final Fantasy was first re-released for the MSX2 system and was published by Microcabin in Japan in June 1989. It had access to almost three times as much storage space as the Famicom version but suffered from problems not present in Nintendo's cartridge media, including noticeable loading times. There were also minor graphical upgrades, improved music tracks, and sound effects.

In 1994, Final Fantasy I • II, a compilation of Final Fantasy and Final Fantasy II, was launched for the Famicom. This version was only released in Japan and had very few graphical updates.

The WonderSwan Color remake was released in Japan on December 9, 2000, and featured many new graphical changes. The 8-bit graphics of the original Famicom game were updated, battle scenes incorporated full background images, and character and enemy sprites were redrawn to look more like the ones from the Super Famicom Final Fantasy games.

In Japan, Final Fantasy and Final Fantasy II were re-released both separately and as a combined game for the PlayStation. The collection was released in Japan in 2002 as Final Fantasy I & II Premium Package and in Europe and North America in 2003 as Final Fantasy Origins. This version was similar to the WonderSwan Color remake and featured several changes such as more detailed graphics, a remixed soundtrack, added full motion video sequences, art galleries of Yoshitaka Amano's illustrations, and a memo save function. The port was re-released as part of the Final Fantasy 25th Anniversary Ultimate Box package in December 2012.



Final Fantasy I & II: Dawn of Souls is, like Final Fantasy Origins, a port of the first two games in the series and was released for the Game Boy Advance in 2004. The Dawn of Souls version incorporates various new elements, including four additional dungeons, an updated bestiary, and a few minor changes.

Square Enix released a version of Final Fantasy for two Japanese mobile phone networks in 2004; a version for NTT DoCoMo FOMA 900i series was launched in March under the title Final Fantasy i and a subsequent release for CDMA 1X WIN-compatible phones was launched in August. Another version was released for SoftBank Yahoo! Keitai phones on July 3, 2006. The games have more refined graphics compared to the original 8-bit game, but not as advanced as many of the later console and handheld ports.

Square Enix planned to release this version for North American mobile phones in 2006, but was delayed to 2010 and released in collaboration with Namco. It retains the game difficulty and "spell level"-based magic system from the original Famicom version. Other elements such as updated graphics, spell names, and monster names are borrowed from the Game Boy Advance / WonderSwan Color versions, not including the additional dungeons, monsters and items present in the GBA version. Game data is saved as in the original Famicom version (by using Tent, Sleeping Bag, and Cottage or by going into an inn), but there are now three save game slots and a "Temporary Save" option available in the game.

For the 20th anniversary of Final Fantasy, Square Enix remade Final Fantasy and Final Fantasy II for the PlayStation Portable. The games were released in Japan and North America in 2007, and in European territories in 2008. The PSP version features higher-resolution 2D graphics, full motion video sequences, a remixed soundtrack, and a new dungeon as well as the bonus dungeons from Dawn of Souls. The script is the same as in the Dawn of Souls version, aside from the new dungeon. This version was later released for the Nintendo 3DS (on the Japanese eShop only) with the addition of Stereoscopic 3D.

Square Enix released the original NES version of the game on the Wii's Virtual Console service in Japan on May 26, 2009, in North America on October 5 and in the PAL region as an import on May 7, 2010.

Square Enix released the iOS version of Final Fantasy on February 25, 2010, based on the PSP port with touch controls, worldwide. A Windows Phone version was released on June 13, 2012, which is based on the iOS version. Square Enix released Android port on July 27, 2012, largely based on the iOS version though lacking the new dungeons of the 20th-anniversary edition.

The game (alongside 29 other games) was included in the NES Classic Edition / Nintendo Classic Mini: Nintendo Entertainment System released by Nintendo in November 2016.

The first game in the Pixel Remaster series, Final Fantasy, alongside Final Fantasy II and III, was released on iOS, Android, and Windows PC through Steam on July 28, 2021.

# Gallery



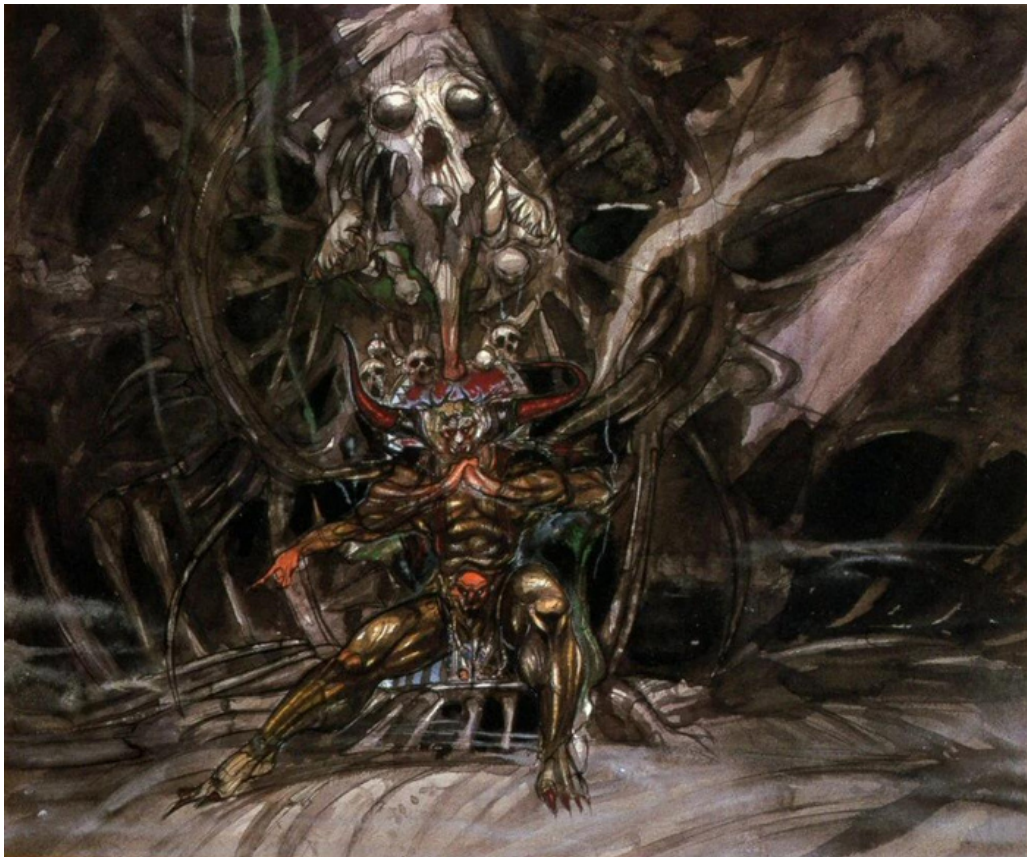










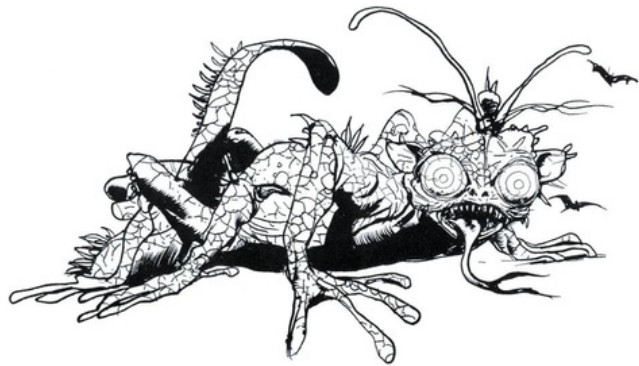












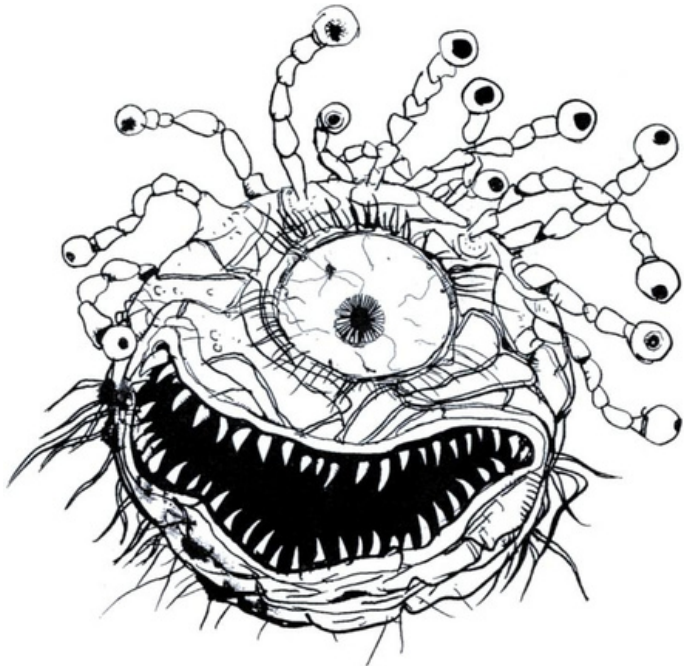












# Soul of Chaos



**Final Fantasy I & II: Dawn of Souls** is a compilation of the first two Final Fantasy games, Final Fantasy and Final Fantasy II, released for the Game Boy Advance in 2004. It was first released in Japan as Final Fantasy I·II Advance (presumably named after the Famicom compilation, Final Fantasy I·II). Graphically, Final Fantasy I & II: Dawn of Souls is very similar to the individual remakes for the WonderSwan Color in Japan and the PlayStation compilation, Final Fantasy Origins.

Both games were faithful in content to the original Nintendo Entertainment System versions, and the package, while graphically similar to the WonderSwan Color adaptation of the first game, also contains the Bestiary feature, which allowed the player to view images and statistics of enemies that they had defeated in both games, and which first featured in the PlayStation package.

However, the package lacked the ability to choose between easy and normal games as was available in Final Fantasy Origins, although not in the original. Many reviewers complained that the first game appeared to default to "easy", making the heroes level-up much more easily and rendering enemies much easier to defeat, especially in comparison with the original. Many items were cheaper, the party began with more money, and defeating enemies brought greater rewards. Others praised the reduced difficulty level, saying that the high difficulty level (especially in comparison to later titles) was its primary weakness.

Another thing that was added to both games is the ability to save the game at any point out of battle, and later resume from that same point, while the originals only allowed this under certain conditions. This was not a feature in Final Fantasy Origins or the original versions of the games.

**The following pages are only concerned with information pertaining to the updated version of *Final Fantasy I*, which includes new dungeons, enemies, and items.**



# Version Differences

**A number of other changes were introduced to the Game Boy Advance adaptation:**

- The magic system used in the original versions, where magic capable characters would only be able to cast spells of a particular level a set number of times, was replaced by the now standard points (MP) system used in later games.
- Intelligence now plays much more of an influence on the effects of offensive magic spells.
- In the NES version, if a character was ordered to attack an enemy that was no longer there, the hit would be "ineffective". In this version all attacks are redirected to a still existent foe, meaning that ineffective hits no longer occur.
- The Thief and Monk characters are much more powerful. Thief also appears to have lost his ability to instantly run from battles, often the Black Mage is now the best running character. The Red Mage had been weakened somewhat.
- A "profile" system. The cartridge would allow for three sets of saved games, including unlockables in the bestiary.
- To allow for the needs of a portable gaming system, the save point based system (where the player could only save when located in an inn) was scrapped in favor of being able to save at any point in the game.
- Many monsters have more HP.
- Character names may now be up to six letters long; the limit in the NES version was four.
- It is possible to unlock a Music Player by beating both Final Fantasy and Final Fantasy II. All the music from both games is available in this mode.
- In Final Fantasy, there are new weapons, not found in previous versions, obtained in the **Soul of Chaos** dungeons.

# Earthgift Shrine



**Earthgift Shrine** is an earth-themed bonus dungeon unlocked once you defeat the Lich. The entrance to the shrine is located northwest of Cornelia and south of the Chaos Shrine. Inside, a lone dwarf keeps watch over the entrance area and warns you of monsters beyond the door. If you haven't defeated the Lich, he merely comments on the evil stench coming from within. It is the shortest optional dungeon, with only five floors, and features bosses from *Final Fantasy III*.

### **A note on floors and treasure:**

As you progress through the Soul of Chaos dungeons, each floor will be randomly chosen from a pool of maps unique to each dungeon. The Earthgift Shrine, for example has four main floors, and four different maps, which you will pass through in a random sequence.

Each dungeon has four bosses, who typically appear on floors that are a multiple of 5. Sometimes, more than one boss occupies a floor. In these instances, only a single boss can be fought pure run. Thus four runs are necessary to fully complete Earthgift Shrine as all four bosses are found at the end of the dungeon.

Treasures found on each floor are semi-random. The actual number of chests is determined by the specific map and the floor number. The deeper into the dungeon you go the more chests will appear. If the map has less than five chests, treasures will be randomly chosen from the list of potential items.

## **Earthgift Treasures**

<b>Floor</b>	<b>Potential Treasures</b>
<b>1</b>	<b>Hi-Potion, Remedy, Spider's Silk, White Curtain</b>
<b>2</b>	<b>Blue Curtain, Kenpogi, Vampire Fang, White Fang</b>
<b>3</b>	<b>Black Cowl, Potion, Protect Drink, Speed Drink</b>
<b>4</b>	<b>Ether, Elven Cloak, Red Fang, Silver Apple</b>
<b>5</b>	<b>Megaelixir</b>

# New Enemies

	<p><b>Black Goblin</b></p> <p>A new breed of goblin common throughout the Soul of Chaos dungeons.</p>
	<p><b>Gloom Widow</b></p> <p>A common foe found in all bonus dungeons. Attacks may inflict <b>poison</b>.</p>
	<p><b>Skuldier</b></p> <p>A type of skeleton that can be encountered in every Soul of Chaos Dungeon.</p>
	<p><b>Wild Nakk</b></p> <p>A stronger and faster version of the Warg Wolf. Found in all bonus dungeons.</p>
	<p><b>Desertpede</b></p> <p>A variant of Scorpion that attacks in groups and can inflict <b>poison</b> with its attack.</p>
	<p><b>Catoblepas</b></p> <p>A more agile version of the Basilisk that can <b>petrify</b> with the <b>GAZE</b> ability.</p>



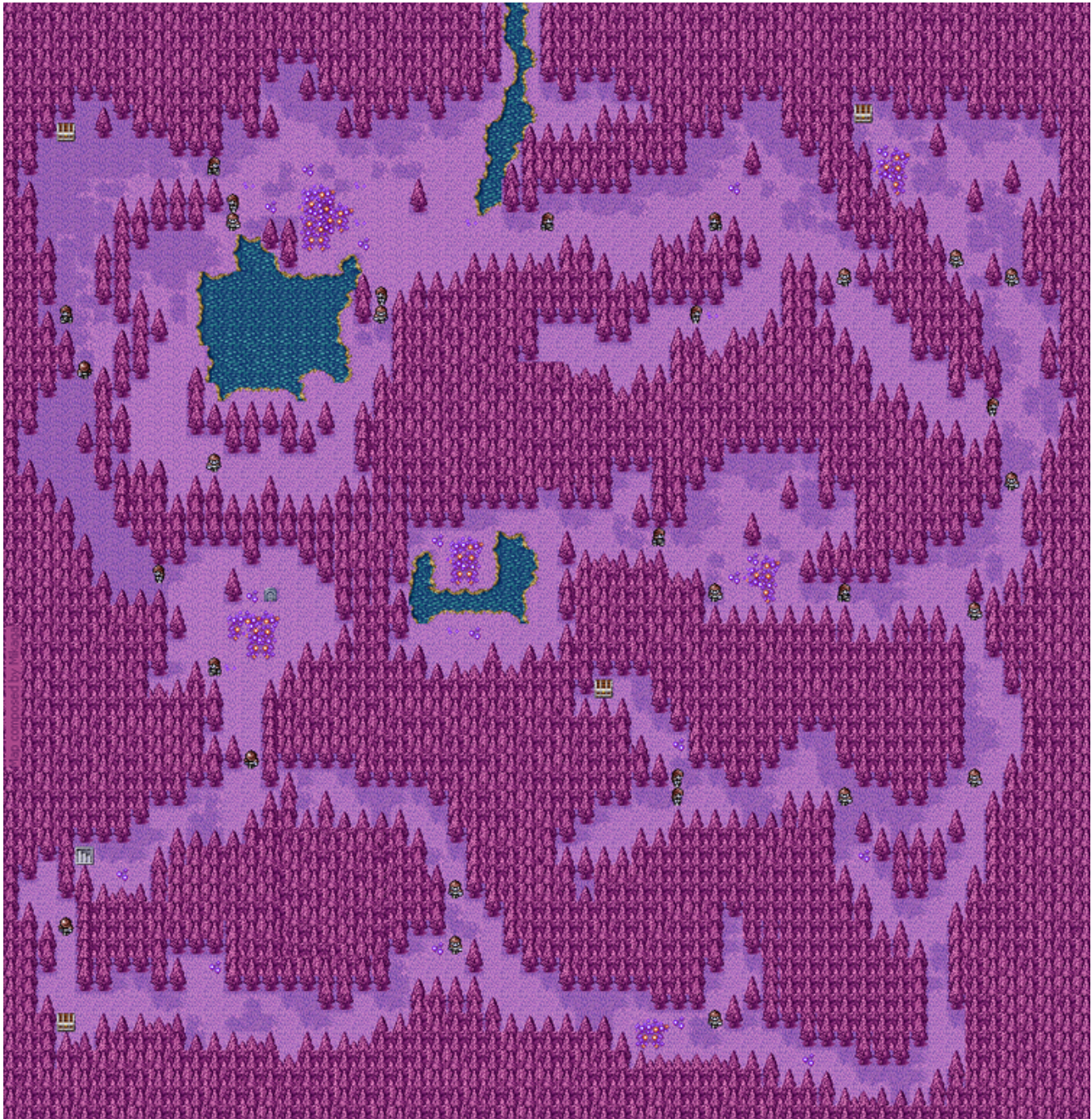
Ur Cave 1



Ur Cave 2



# Dark Forest

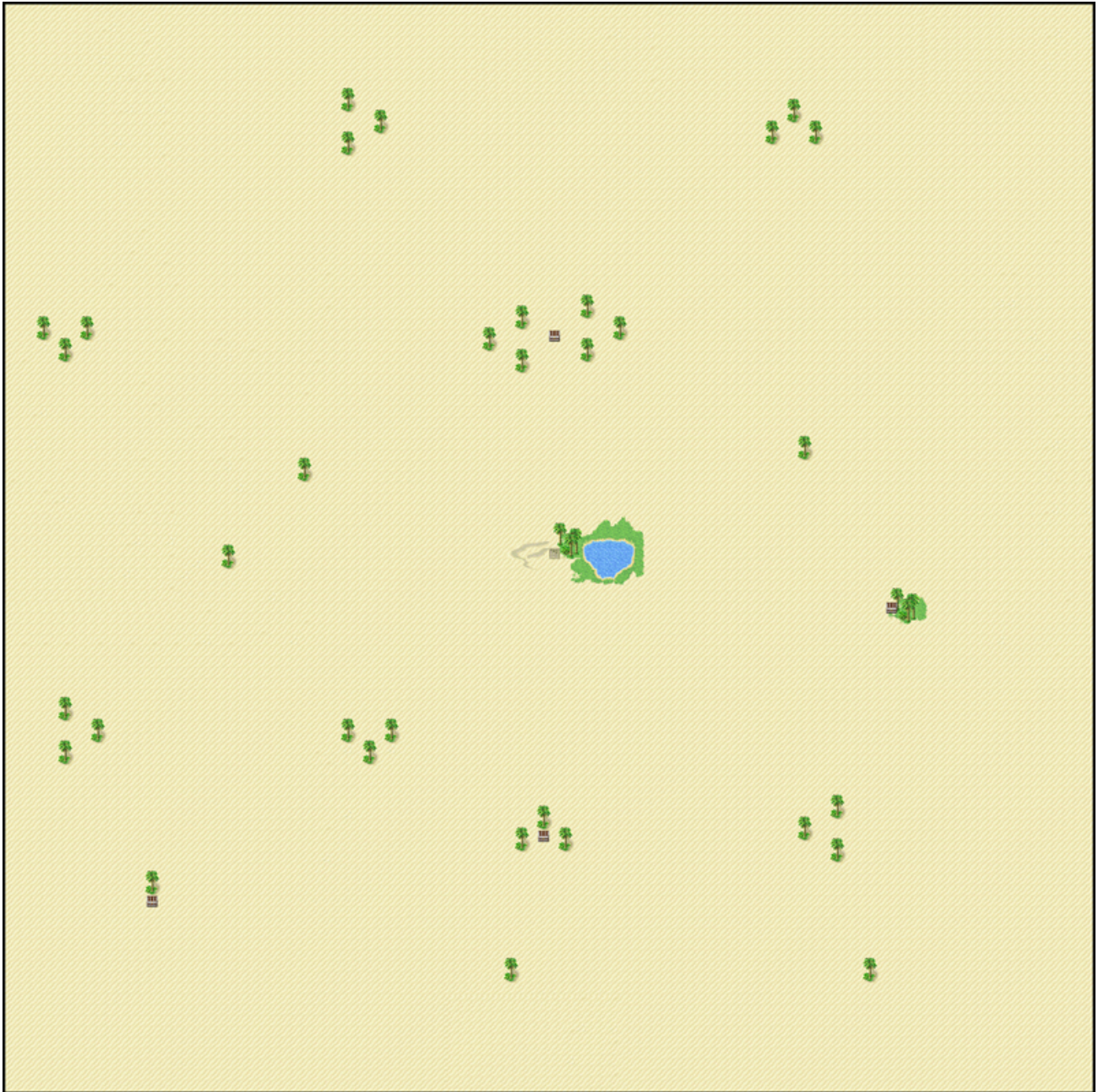


## Patrolling Guards

The forest maze is watched over by sentries who can be avoided with stealth. They are usually **Black Goblins** or **Skuldiers**.



# Endless Desert



## Abyss Worm

The endlessly scrolling desert can only be escaped if you find the oasis. Follow the trees and watch out for the rare and powerful Abyss Worm.

**Two-Headed Dragon**  
**Reward: Bard's Tunic**


**Ahriman**  
**Reward: Dry Ether**

**Cerberus**  
**Reward: Kotetsu**

**Echidna**  
**Reward: X-Potion**



## Floor 5 Bosses

	<b>Two-Headed Dragon</b> A simple boss who can only deal physical damage.
	<b>Ahriman</b> This dangerous foe will use <b>BLAZE</b> , <b>EARTHQUAKE</b> , <b>ICESTORM</b> , <b>THUNDERBOLT</b> , and <b>CURA</b> .
	<b>Cerberus</b> Mainly uses physical attacks but will sometimes use the <b>THUNDERBOLT</b> ability.
	<b>Echidna</b> Echidna uses <b>EARTHQUAKE</b> nearly every turn. May use <b>FLARE</b> or <b>DEATH</b> as well.

# Hellfire Chasm



**Hellfire Chasm** is a fire-themed bonus dungeon unlocked once you defeat Marilith. It is located in the southeast end of the swampy island and directly south of Bahamut's Cave on one of the Cardia Islands. Inside the Chasm entrance, an elf tells you that the Chasm is often used by royal elves to prove themselves. After the seal is opened, the elf comments that since the Prince is awake and able to rule, there may not be many elves coming to the Chasm in the near future. It is longer than Earthgift Shrine with ten floors. Bosses are directly pulled from *Final Fantasy IV*.

# Hellire Treasures

Floor	Potential Treasures
1	Cockatrice Claw, Hermes' Shoes, Remedy, Speed Plus, Stamina Plus
2	Bard's Tunic, Blue Fang, Echo Grass, Hi-Potion, X-Potion
3	Mind Plus, Phoenix Down, Red Fang, Sage's Surplice, Stamina Plus
4	700 Gil, Eye Drops, Giant's Tonic, Silver Apple, Turbo Ether
5	None
6	Blue Fang, Luck Plus, Red Curtain, Strength Tonic, Thief's Gloves
7	150 Gil, Faerie Tonic, Hermes' Shoes, Hi-Potion, Twist Headband
8	250 Gil, Blue Curtain, Sage's Mitre, Power Plus, White Curtain
9	Emergency Exit, Ether, Giant's Tonic, Soma Drop, War Hammer
10	Ribbon



# New Enemies

	<p><b>Yellow Ogre</b></p> <p>Although it appears later in the game than the normal Ogre, it is not much stronger than its purple-skin cousin</p>
	<p><b>Python</b></p> <p>These snakes are commonly found in groups but pose little threat.</p>
	<p><b>Blue Troll</b></p> <p>An aquatic Troll that is, surprisingly enough, weak to fire spells.</p>
	<p><b>Devil Hound</b></p> <p>Monsters typically found in lava-filled environments, usually in groups of four.</p>
	<p><b>Elm Gigas</b></p> <p>A type of Giant who shares its name with a monster from <i>Final Fantasy V</i>.</p>
	<p><b>Hundlegs</b></p> <p>Giant centipedes found mainly in heated environments.</p>



### **Poison Naga**

This rare enemy can only be found in the water of World Map floors. Can inflict **poison**. Very prone to fleeing.



### **Dark Elemental**

The elementals are mainly encountered as chest guardians in most of the bonus dungeons.



### **Death Elemental**

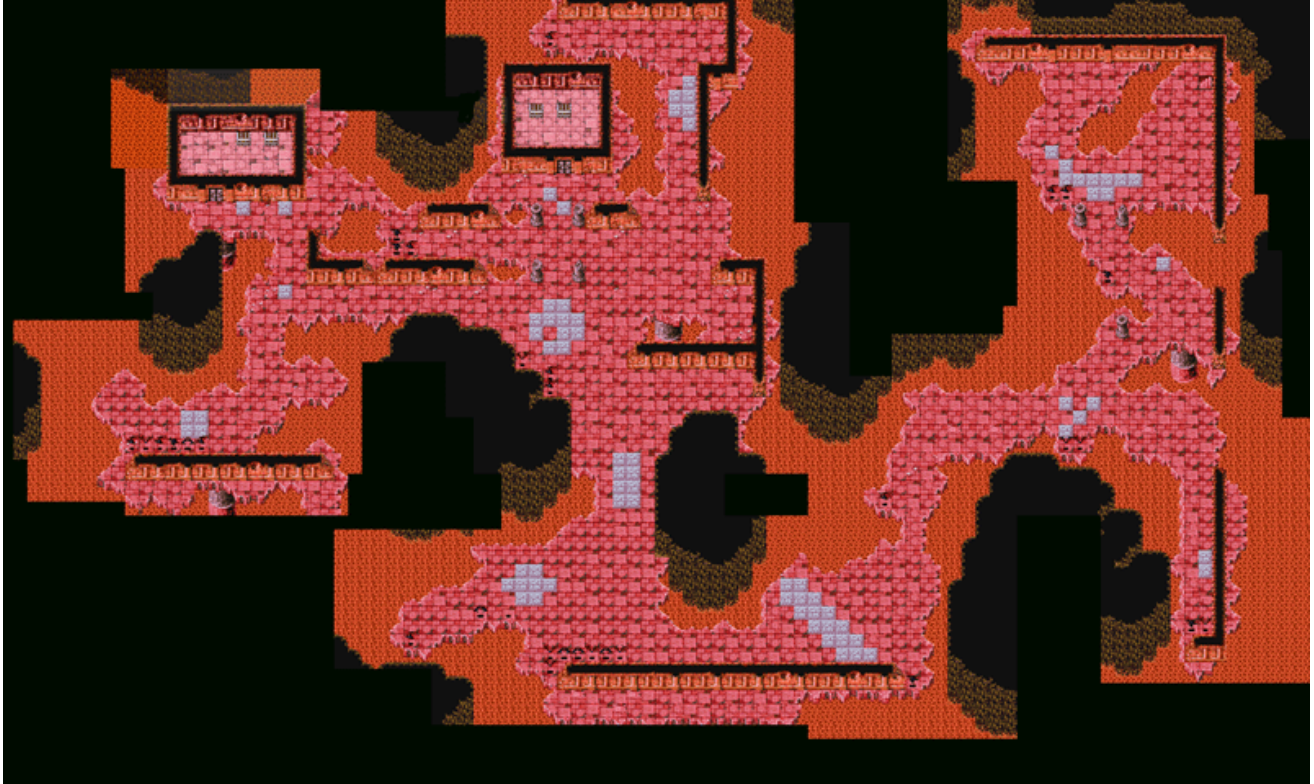
Agile and evasive enemies that are most likely found in water-themed and air-themed areas.



### **Silver Dragon**

One of the weaker members of the dragon family. It does however have many resistances and no weaknesses.

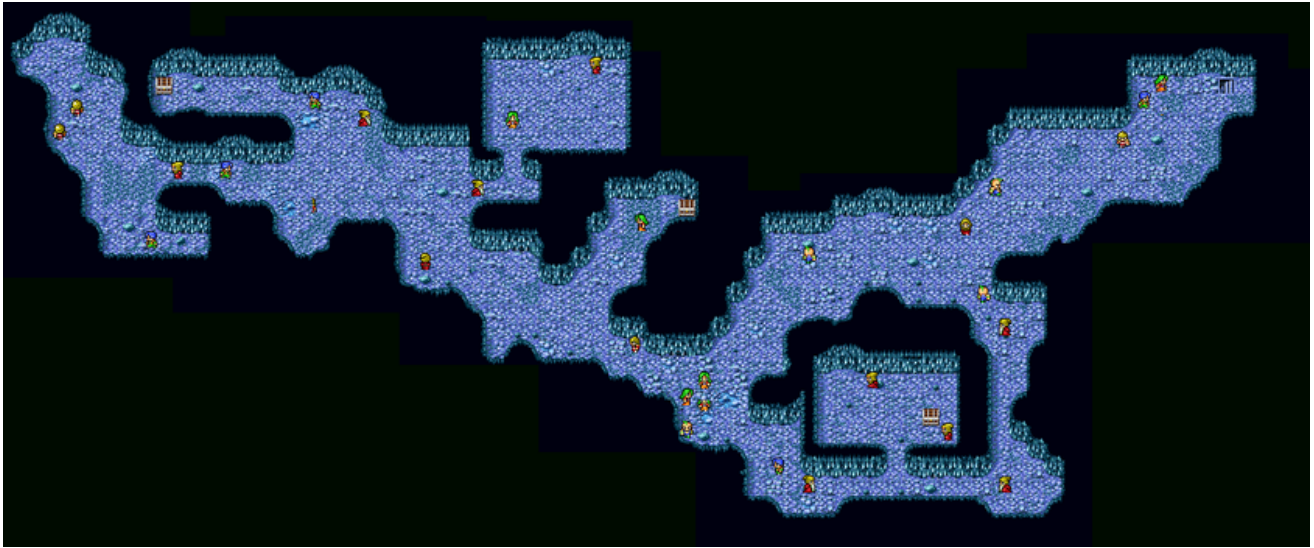
# Lava Shrine



## Scalding Floor

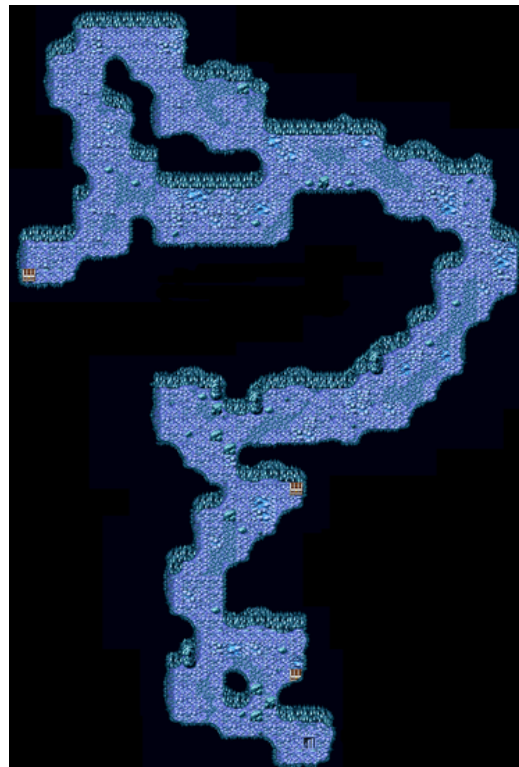
The floor here constantly saps your HP, even when you stand still. To make it worse, as you run from one safe area to the next you will have to dodge a plethora of bats who will surely get in your way.

# Blue Tunnel 1



## Moving People

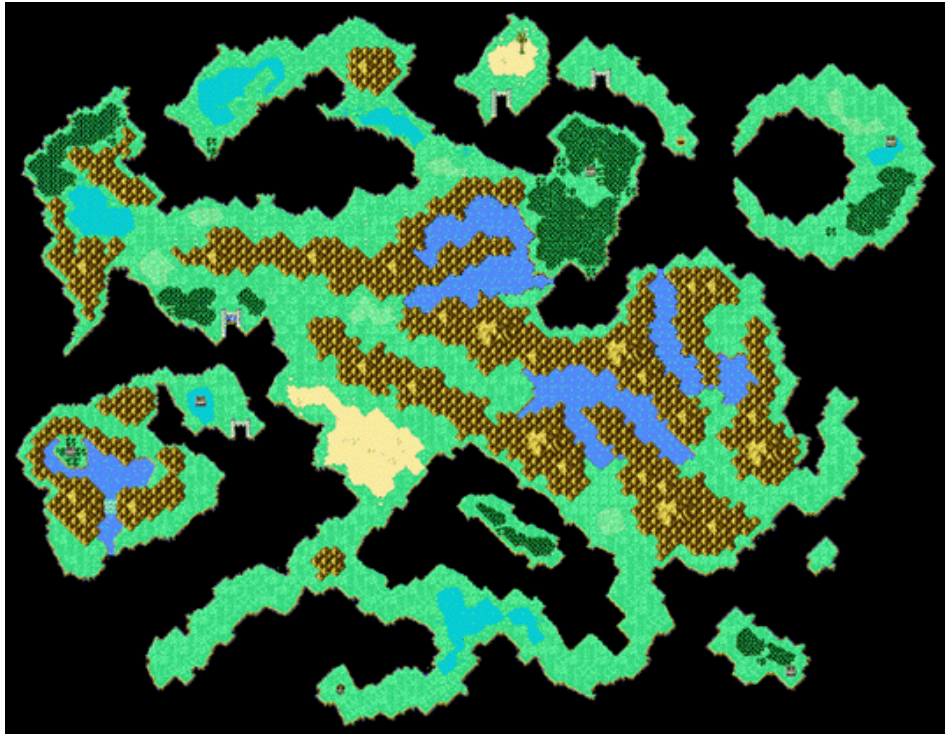
On the floor above, various townsfolk are running around in set patterns, acting as obstacles as you progress forward. To make matters worse the tunnels of blue rock are full of sparkling spots that will result in automatic encounters.



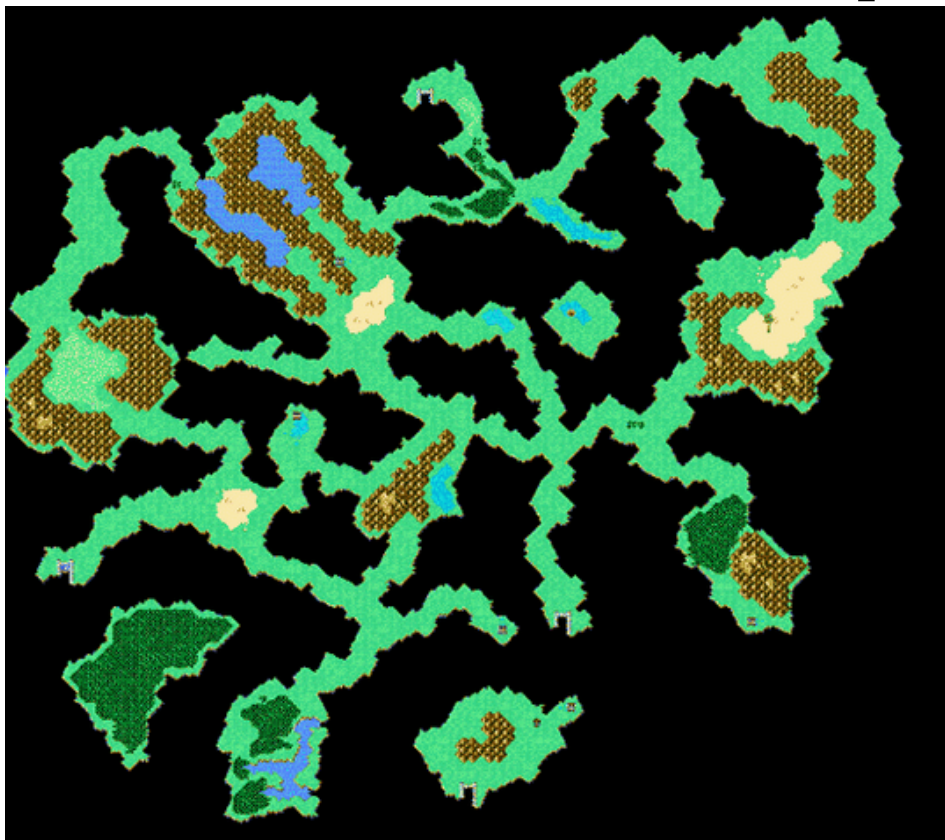
# Blue Tunnel 2



# World Map 1

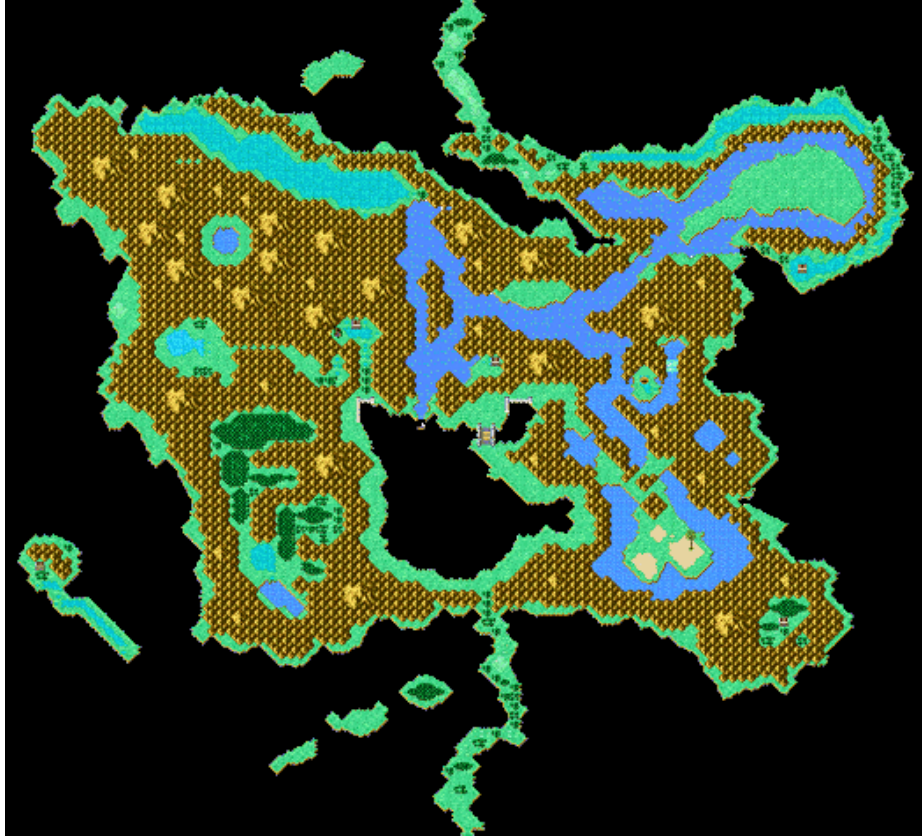


# World Map 2





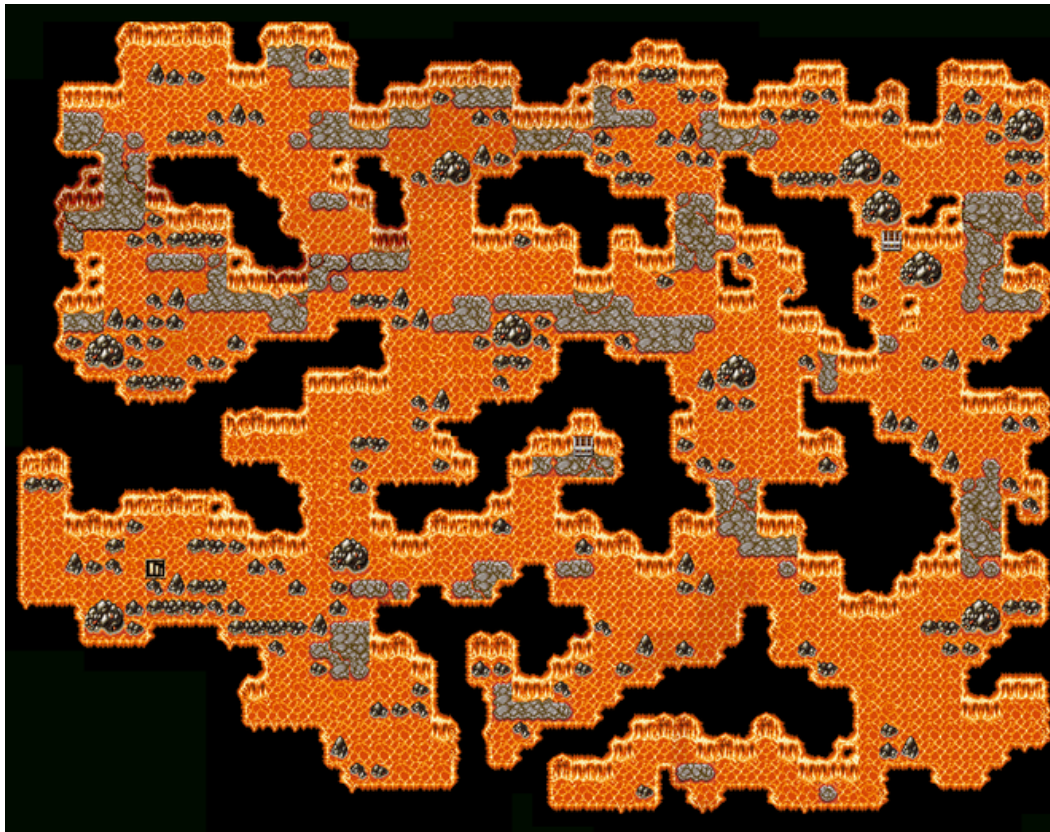
# World Map 3



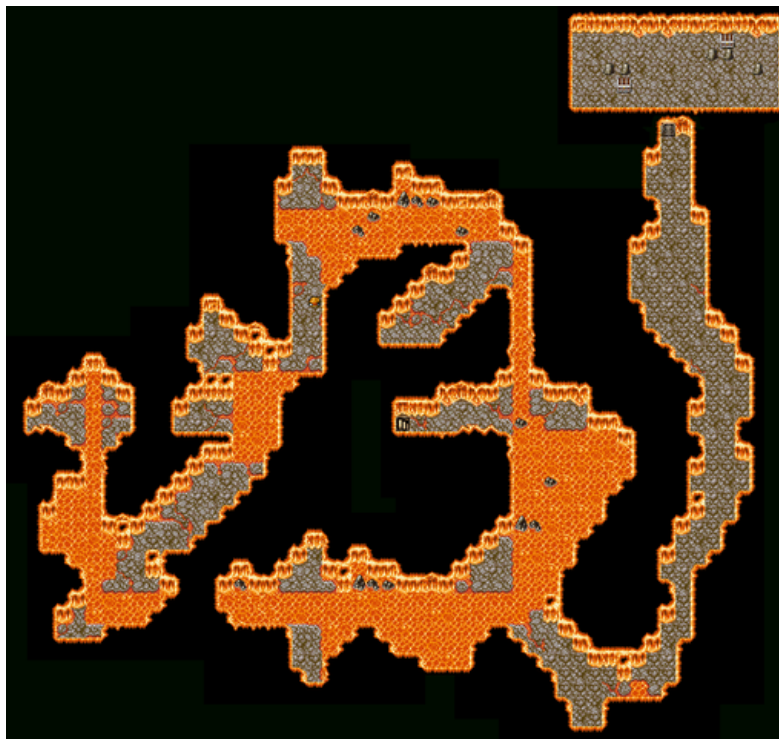
## Overworld Floors

There are three "World Maps" so to speak, in the Hellfire Chasm. During any run through the dungeon you will encounter only one of the three. On all three maps, you will have the use of your canoe, as well as a ship, and Airship. The Airship must be found, via talking to a man you encounter, then going to a lone palm tree in the map. The airship is only needed to get out on World Map 2. You can reach the exit on the other maps without it. There are random encounters in both the land and the rivers.

# Volcano 1

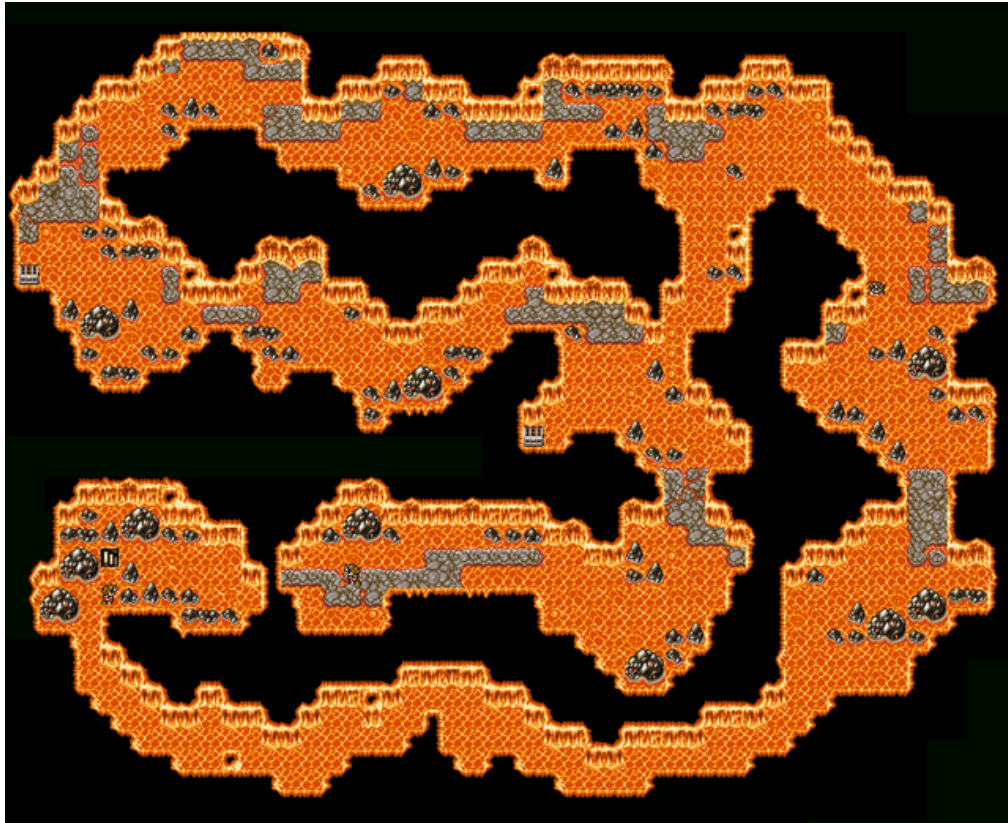


# Volcano 2

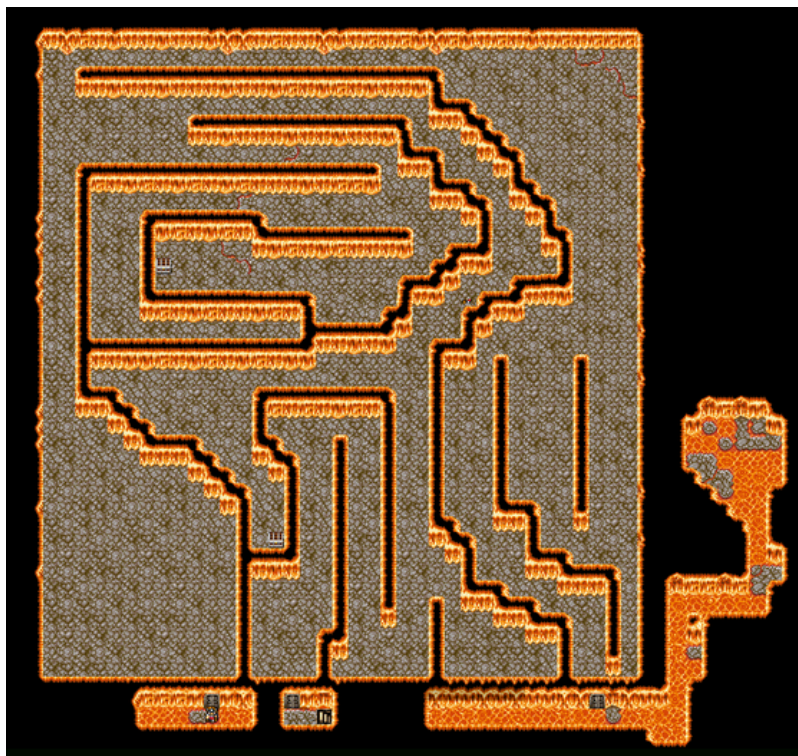




## Volcano 3

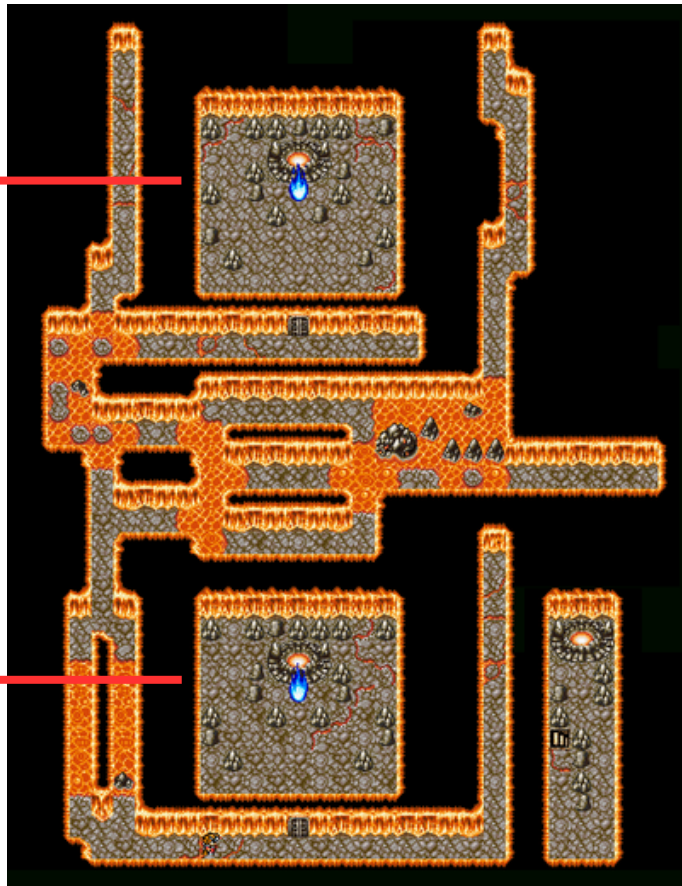


## Volcano 4





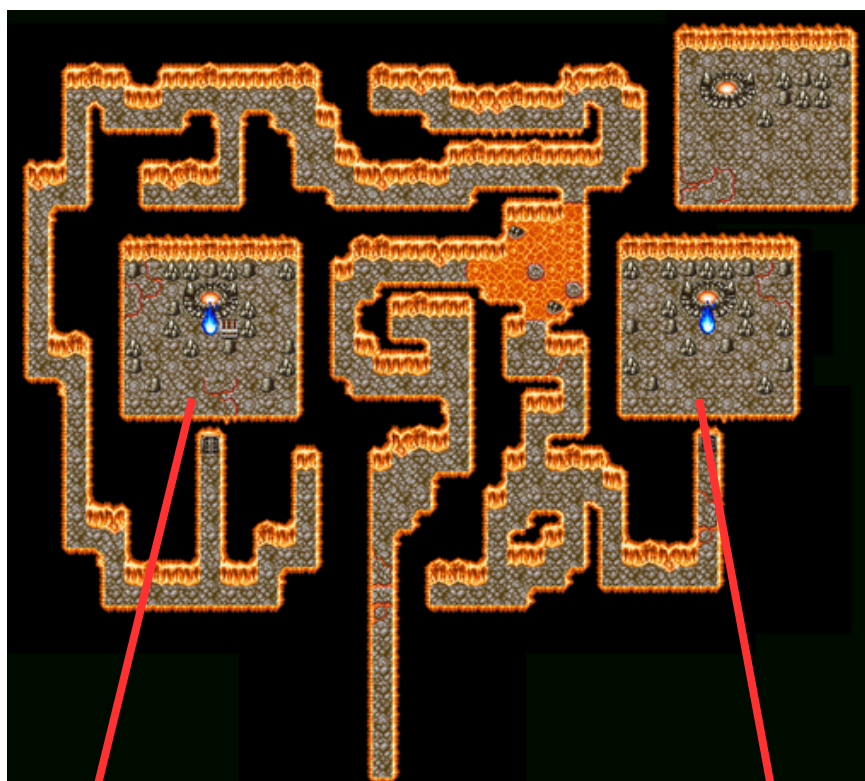
Scarmiglione  
Reward: Lunar Curtain

Cagnazzo  
Reward: Light Curtain



## Floor 5 Bosses

	<p><b>Scarmiglione</b></p> <p>This boss has two forms. The first will cast the <b>THUNDER</b> spell, while the second uses <b>POISON GAS</b>.</p>
	<p><b>Cagnazzo</b></p> <p>Likes to pummel you with the <b>TSUNAMI</b> ability. Can also use the <b>HASTE</b> and <b>CURAGA</b> spells.</p>



**Rubicante**

**Reward: Kikuichimonji**

**Barbariccia**

**Reward: Braveheart**

## Floor 10 Bosses



### **Rubicante**

A fiery foe that alternates between **FIRA** and **FIRAGA**. He also uses the **SCORCH** ability on a single target.



### **Barbariccia**

She can petrify with **RAY** and deal serious damage to the whole party with **CYCLONE**.



# Lifespring Grotto




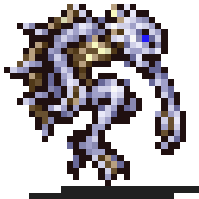



**Lifespring Grotto** is a water-themed bonus dungeon unlocked once you defeat the Kraken. It is located within a whirlpool off the coast of Mount Duergar and south of Melmond, and reached via boat. Inside the Grotto entrance, a mermaid tells you that this is where mermaids and humans who fall in love with each other can come to live together. After the seal is opened, she'll tell you that the water is pure now. The Lifespring Grotto has 20 floors, and its 20th-floor bosses are the toughest in the game. Bosses from *Final Fantasy V* appear here.

# Lifespring Treasures

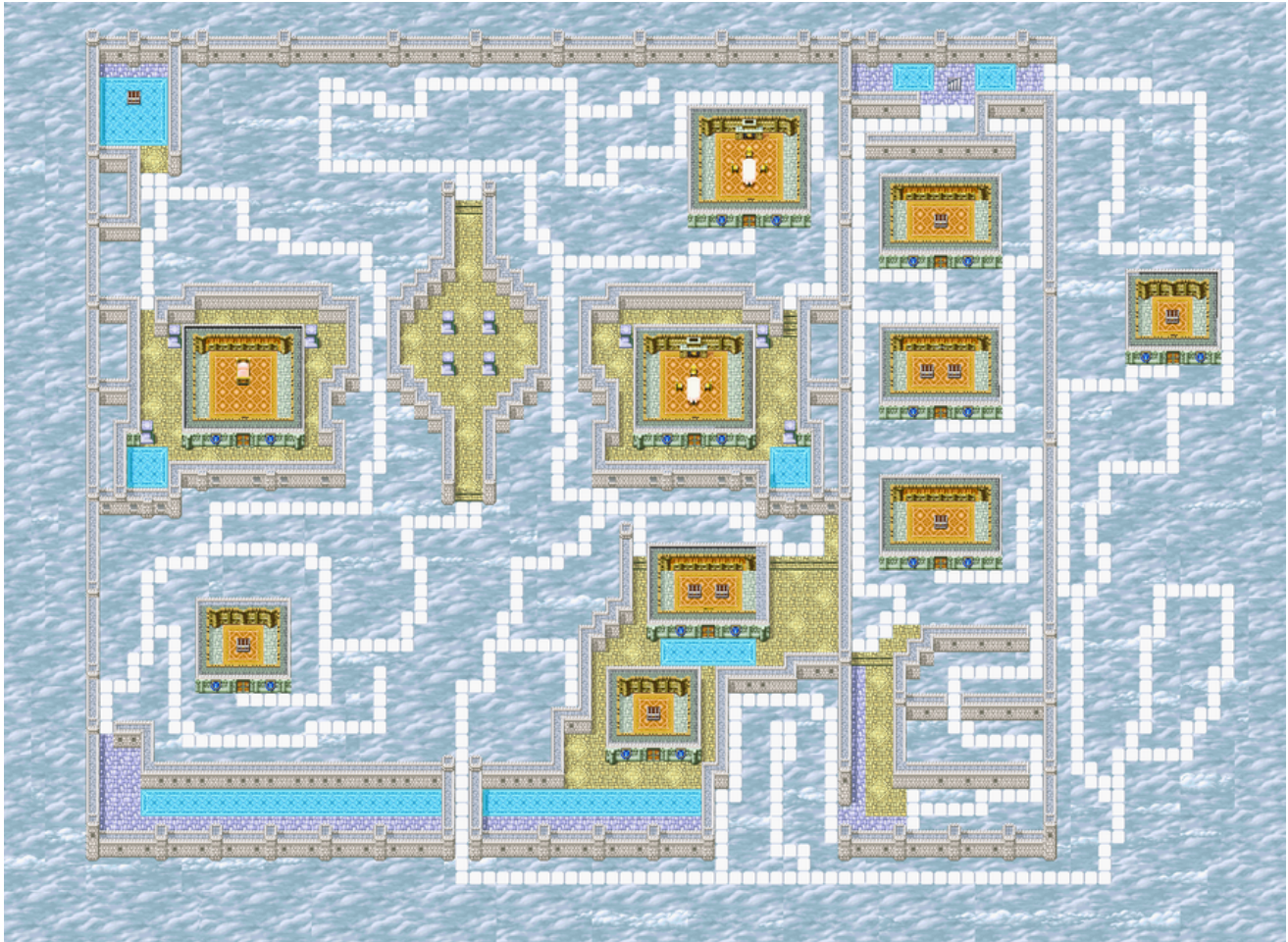
Floor	Potential Treasures
1	Dry Ether, Feathered Cap, Hermes' Shoes, Mind Plus, Red Curtain
2	Genji Shield, Golden Apple, Lunar Curtain, Mind Plus, White Fang
3	Elixir, Light Curtain, Remedy, Soma Drop, White Curtain
4	Dry Ether, Emergency Exit, Hermes' Shoes, Phoenix Down, Power Plus
5	None
6	Crystal Ring, Elixir, Giant's Tonic, Luck Plus, Silver Apple
7	32000 Gil, Megalixir, Speed Plus, Strength Tonic, X-Potion
8	4464 Gil, Mind Plus, Remedy, Silver Apple, Stamina Plus
9	Deathbringer, Elixir, Eye Drops, Power Plus, Protect Drink
10	None

<b>Floor</b>	<b>Potential Treasures</b>
<b>11</b>	<b>Elixir, Lunar Curtain, Soma Drop, Speed Plus, Strength Tonic</b>
<b>12</b>	<b>Giant's Tonic, Hermes' Shoes, Megalixir, Power Vest, X-Potion</b>
<b>13</b>	<b>Elixir, Megaelixir, Stamina Plus, Turbo Ether, White Curtain, Power Plus</b>
<b>14</b>	<b>Emergency Exit, Gaia Gear, Mind Plus, Luck Plus, Soma Drop</b>
<b>15</b>	<b>Golden Apple, Power Plus, Speed Drink, Stamina Plus, X-Potion</b>
<b>16</b>	<b>40000 Gil, Hermes' Shoes, Kenpogi, Light Curtain, Speed Plus</b>
<b>17</b>	<b>Crystal Shield, Dry Ether, Elixir, Gigantaxe, Mind Plus</b>
<b>18</b>	<b>14464 Gil, Crystal Ring, Faerie Tonic, Luck Plus, Soma Drop, Lunar Curtain, Luck Plus, Faerie Tonic, Feathered Cap</b>
<b>19</b>	<b>Elixir, Golden Apple, Light Curtain, Power Plus, Stamina Plus</b>
<b>20</b>	<b>Hero's Shield</b>

# New Enemies

	<p><b>Revenant</b></p> <p>Like most undead, it can inflict <b>paralysis</b> with each physical attack. May run away.</p>
	<p><b>Sahagin Queen</b></p> <p>Mainly found in Lifespring Grotto. Has more magic defense and evasion than other Sahagins.</p>
	<p><b>Killer Shark</b></p> <p>Found in the deeper levels of the Lifespring Grotto. A very dangerous enemy with high HP.</p>
	<p><b>Dark Eye</b></p> <p>A rare enemy exclusive to Lifespring Grotto. Will paralyze with the <b>GAZE</b> ability.</p>
	<p><b>Death Manticore</b></p> <p>Mainly found in wind-themed areas, such as those resembling the Flying Fortress.</p>

# Sky Keep

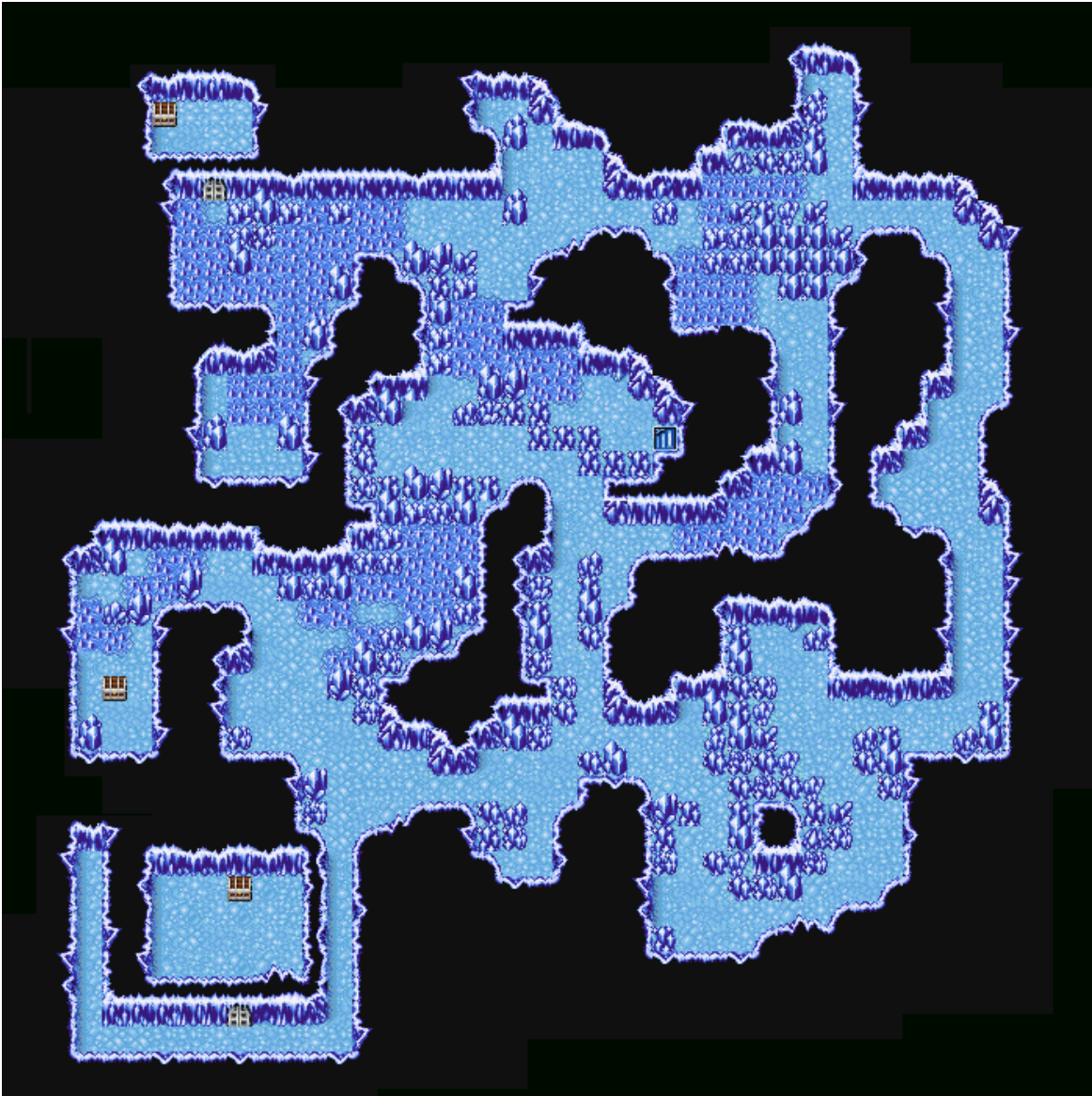


## Vanishing Walkway

This is one of the most trickiest maps in the game. The white tiles disappear every few seconds. You can still follow the paths while they are gone, but if you fall off, you will begin from the beginning again. In this map, there is also no random entrance points. Nor is there random encounters. You will enter the map in the center of the four pillars every time.



# Ice Tunnels



## Ice Patches

This is the one and only ice floor in this dungeon. As with the Ice Cavern, the darker areas are damage floors. This will damage you with each step for 1 HP. If you stop, the damage stops as well. There are no real threats found in this section though.

# Flooded Village



## Canoe Maze

There is nothing real spectacular in this area. You simply need to navigate your canoe to the exit, which is the only building on the left without a red roof.






# Dark Bahamut's Lair



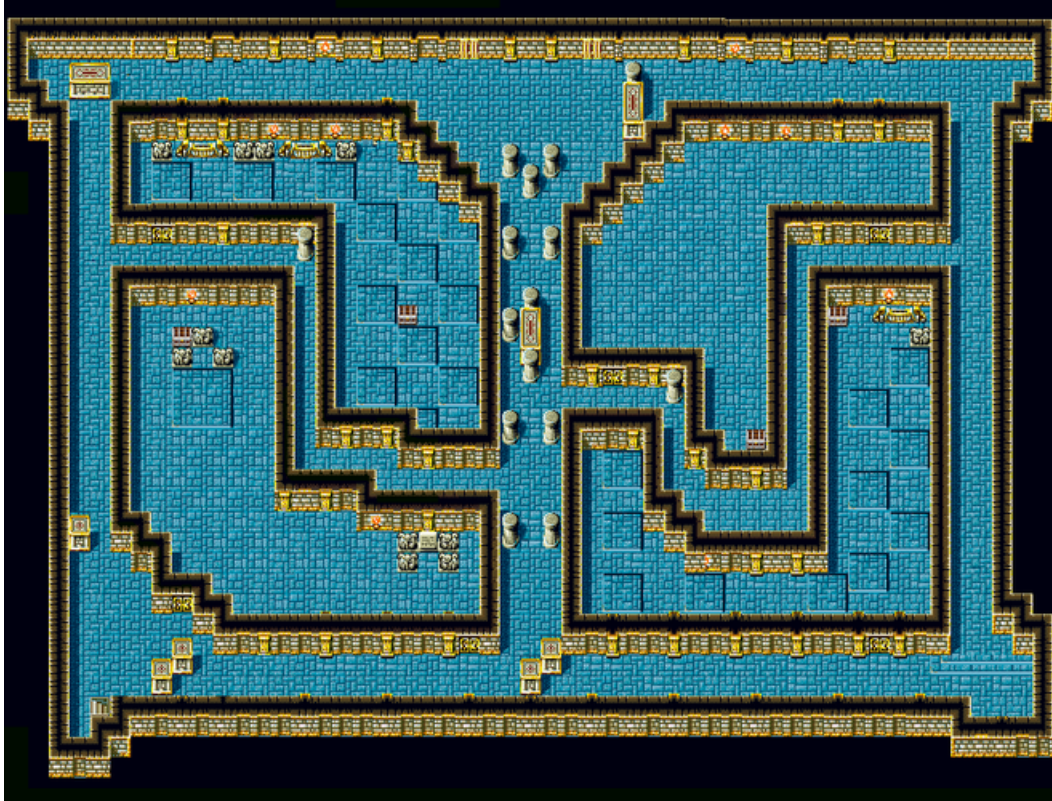
## Test of Dragons

In this section, you will find Bahamut's darker half. Like the first Bahamut who changed you class, this one also has a task you must do to prove your worth. You are given the task of defeating a certain amount of his kin. He will give you the number of what dragon you are to slay. For instance you might have to defeat 1 Green Dragon, 4 Blue Dragons, and a Holy Dragon. Once you have completed your task, you are free then to leave.

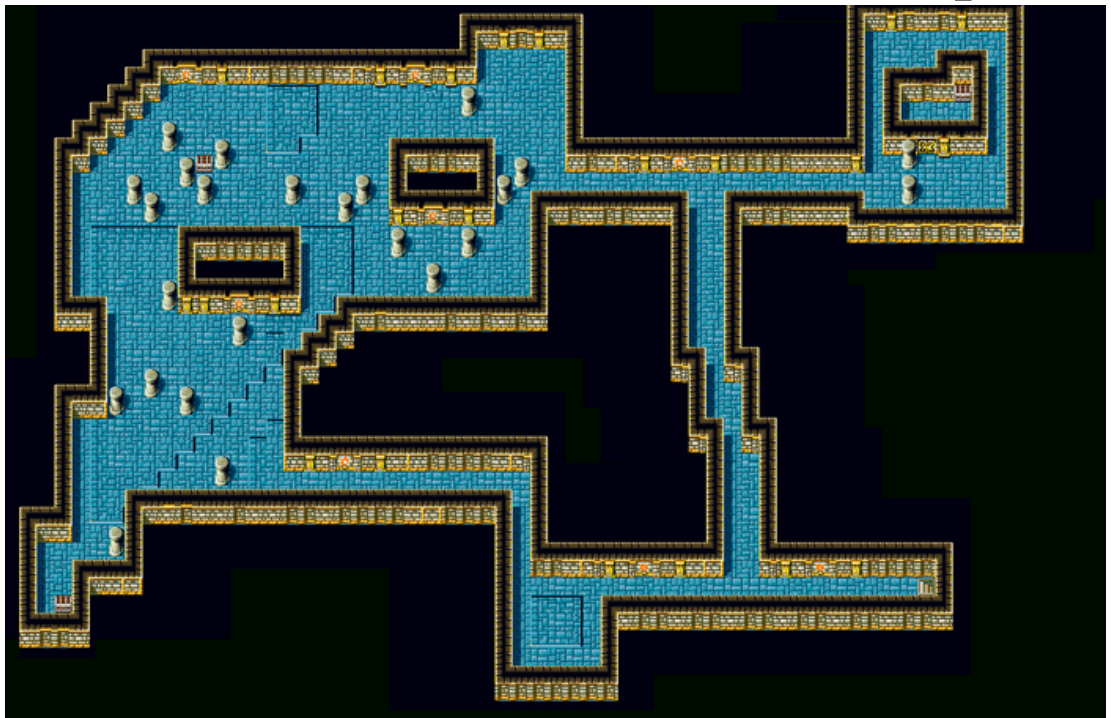
## New Dragons

	<b>Yellow Dragon</b> A weaker species of dragon that may cast use the <b>THUNDERBOLT</b> ability.
	<b>Holy Dragon</b> A powerful dragon with high HP. Likes to regularly cast the <b>HOLY</b> spell.
	<b>Black Dragon</b> Another powerful dragon with high HP. May use the <b>KILL</b> spell.

# Temple 1

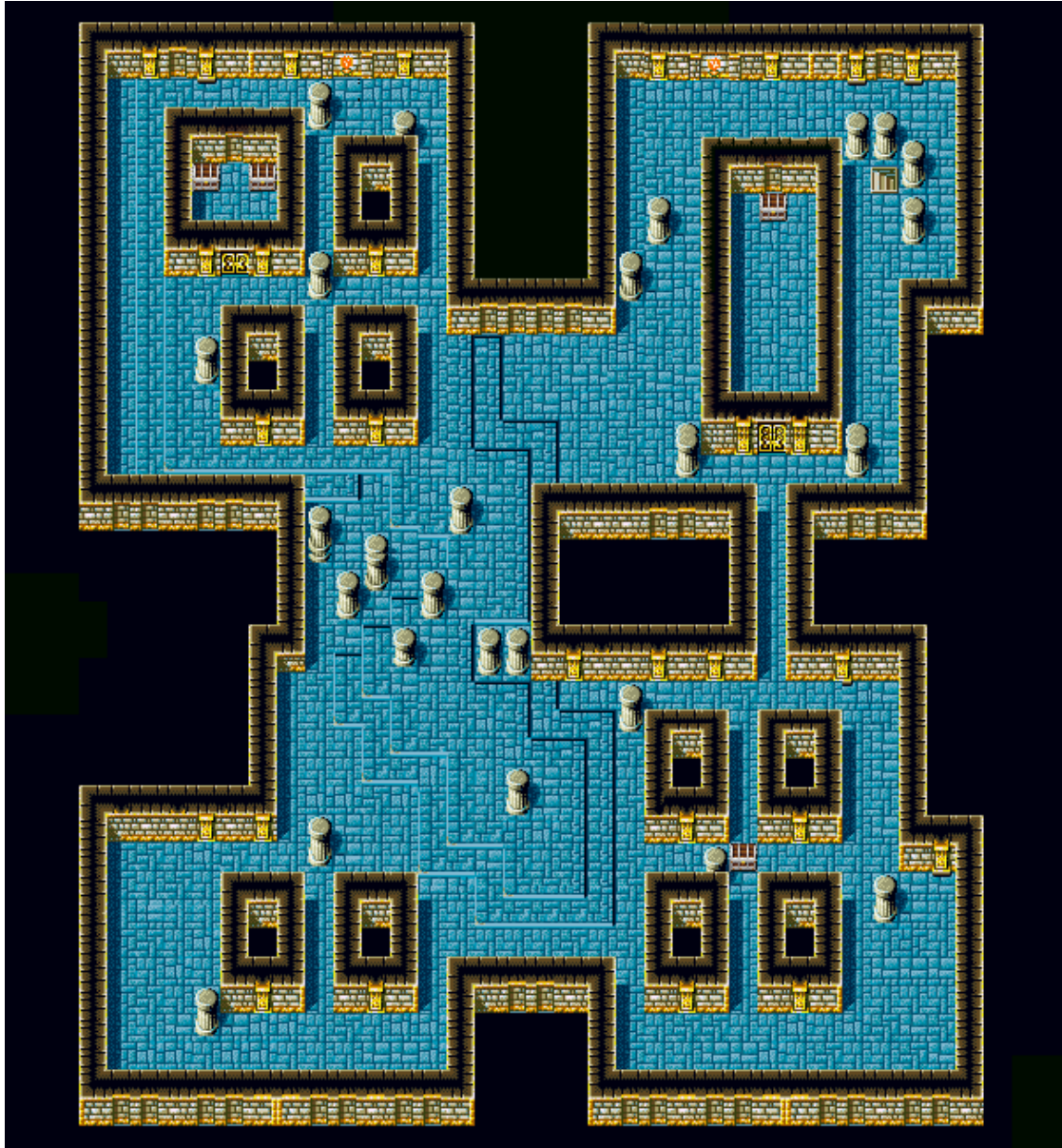


# Temple 2



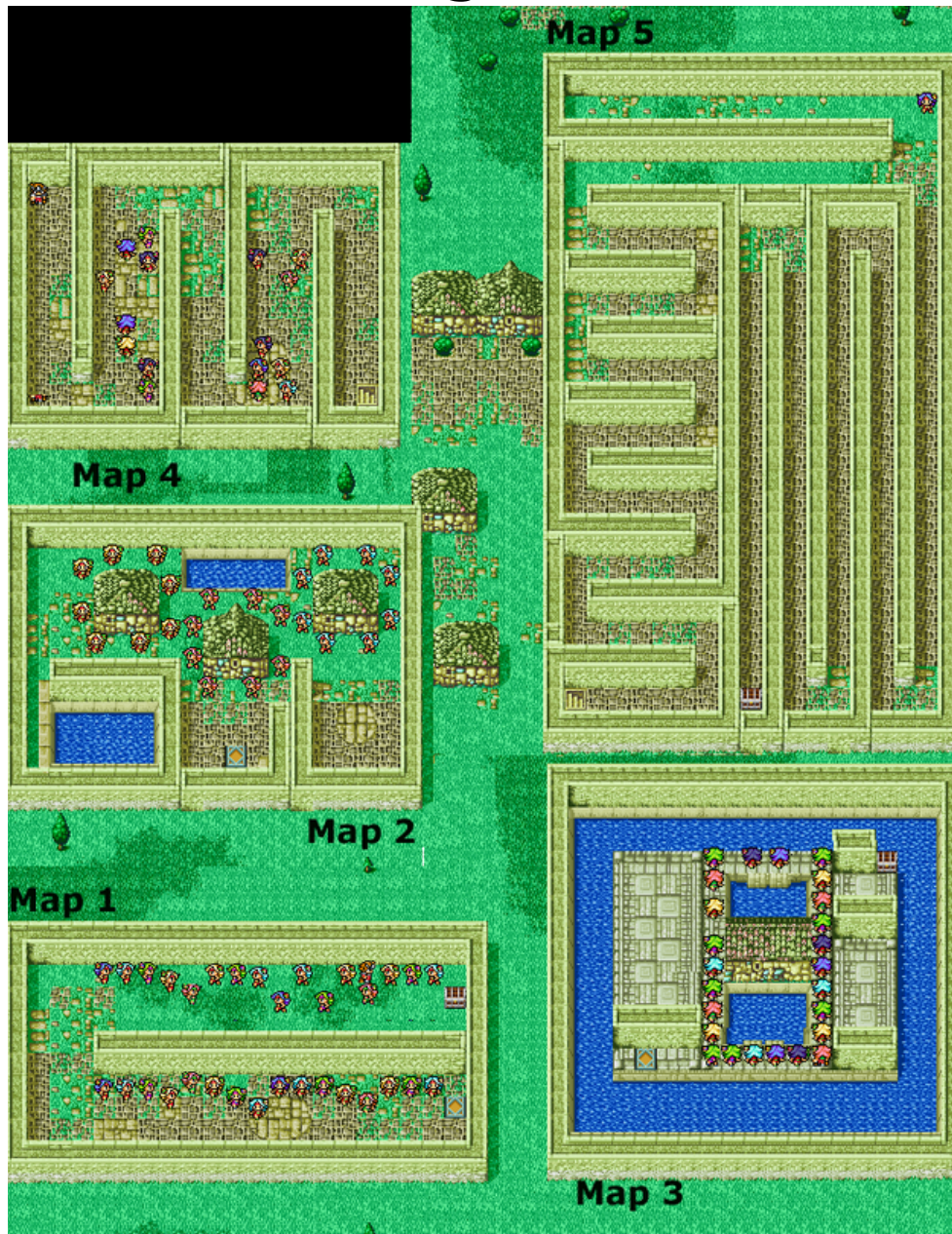


# Temple 3





# Dancer's Village

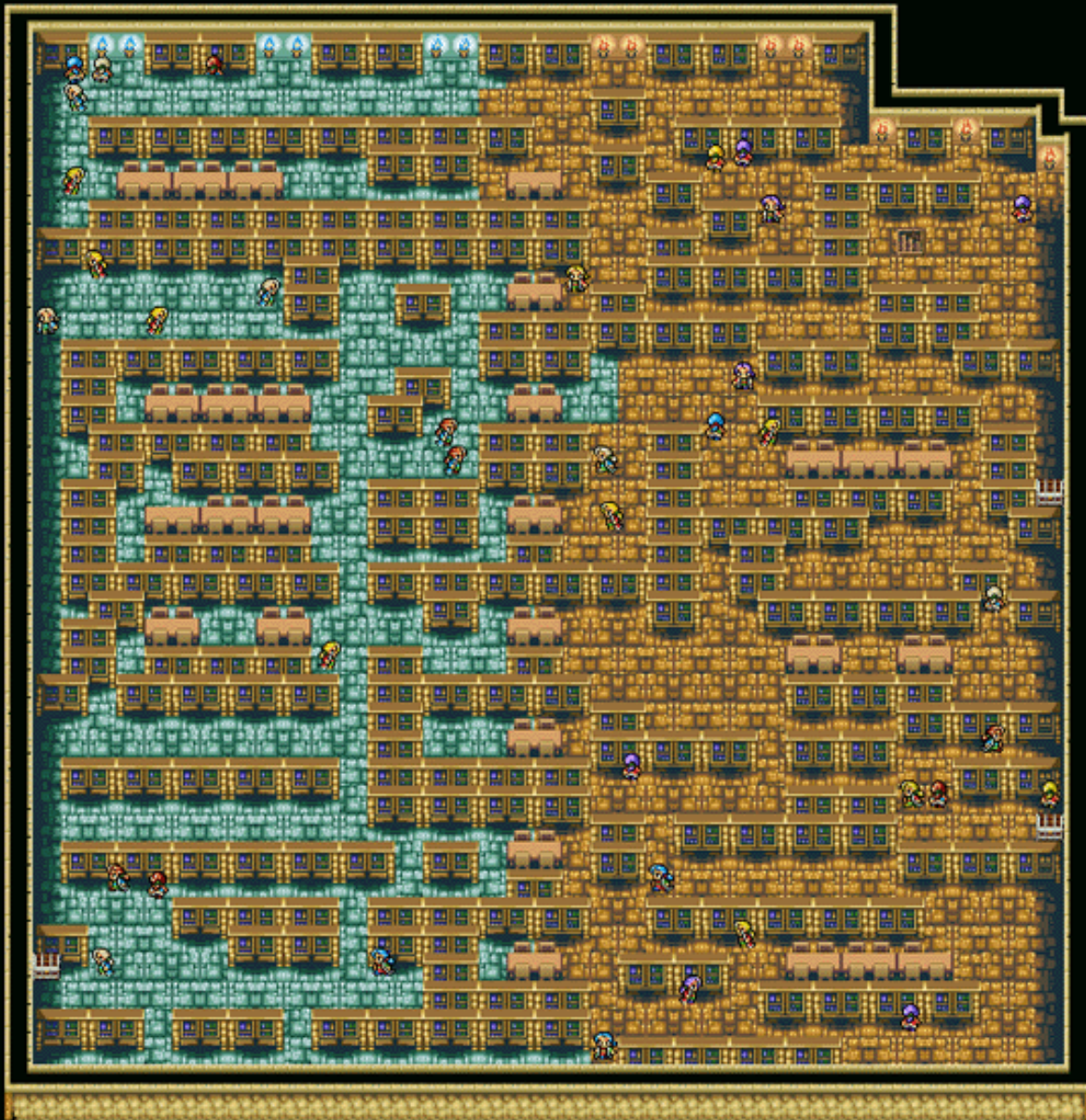


## Dancing Obstacle Course

This floor is simply three out of five possible "rooms" above, each filled with various dancers. You must koin in their dance patterns in order to progress. Unfortunately you can only get up to three of the possible four treasure chests on this floor because of the random room selection.



# The Library

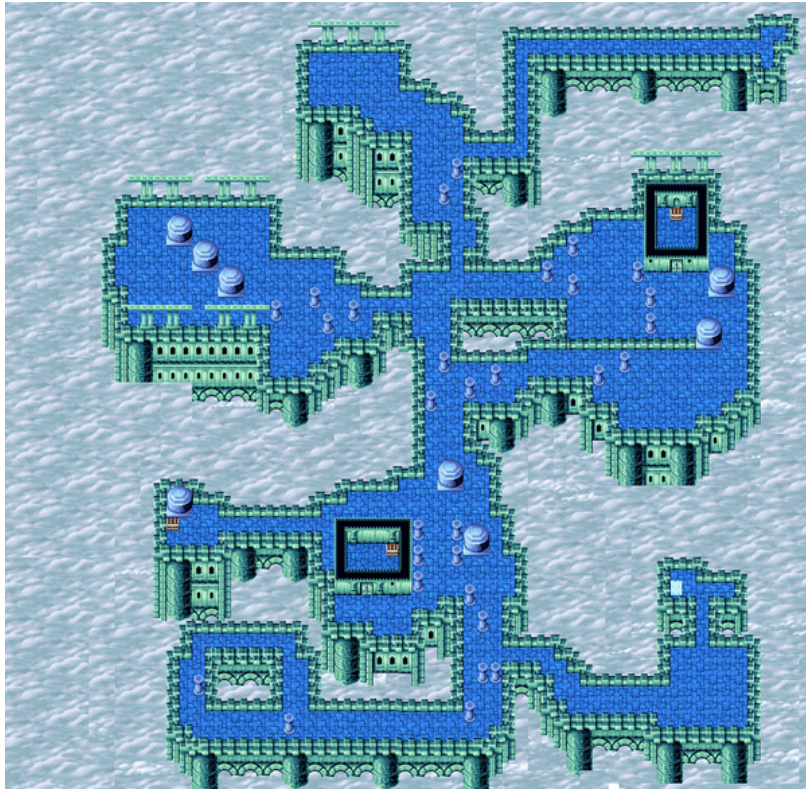


## A Stuffy Maze

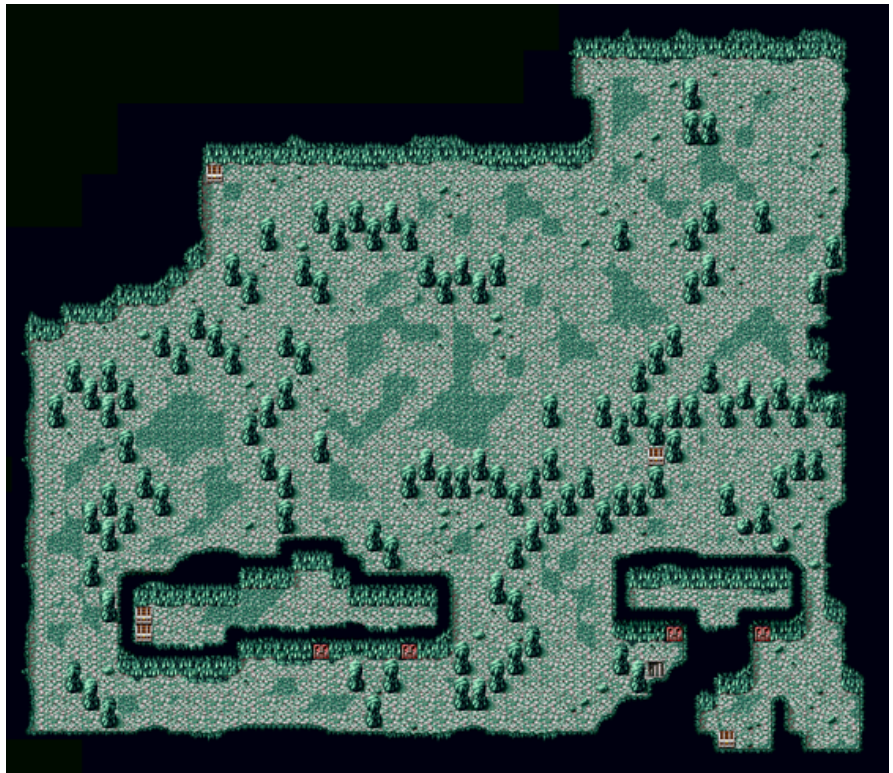
A small, but crowded floor that involves you trying to get past annoying townsfolk who are in your way. Just wait for them to move out of your way so you can get to the exit in the northeast.



# Sky Fortress



# Green Cavern

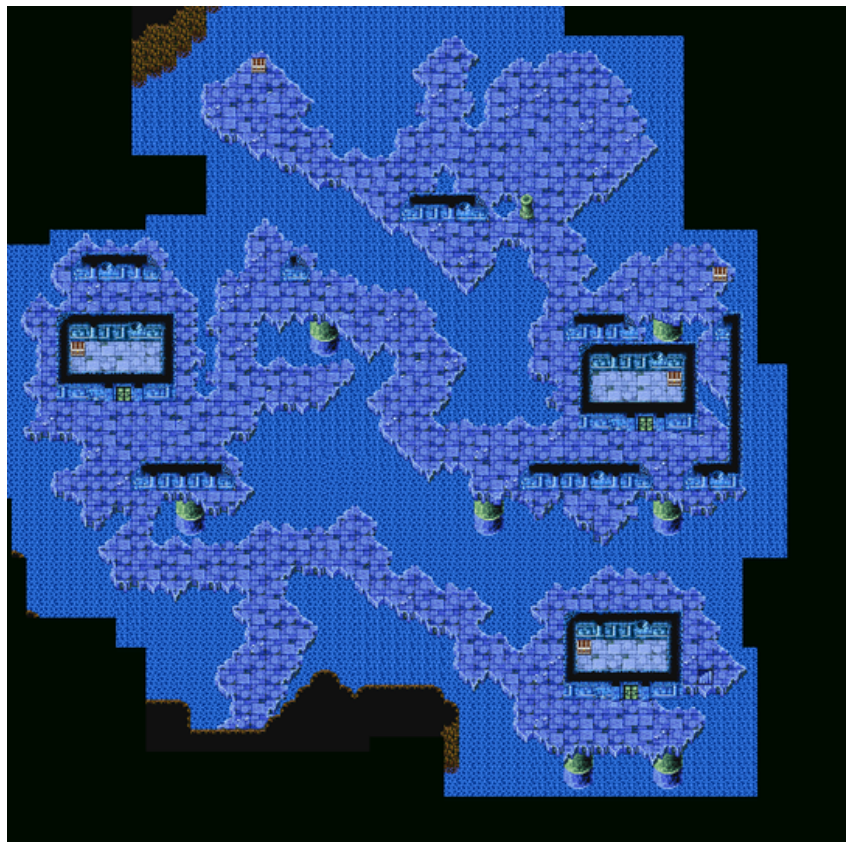




# Underwater 1

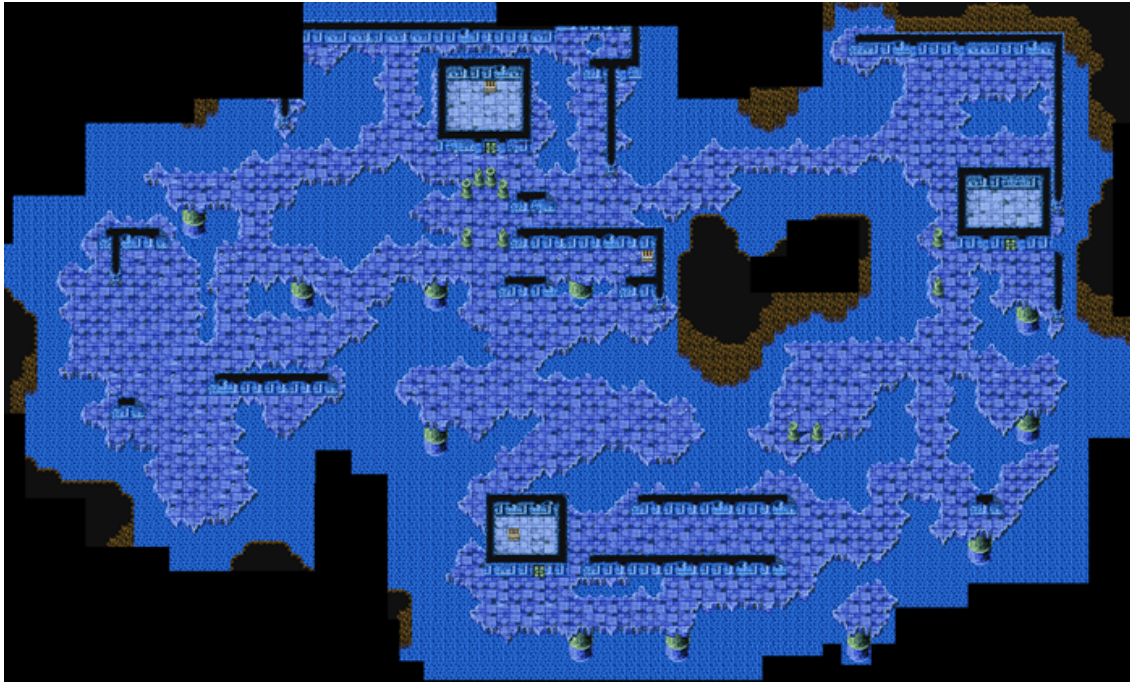


# Underwater 2

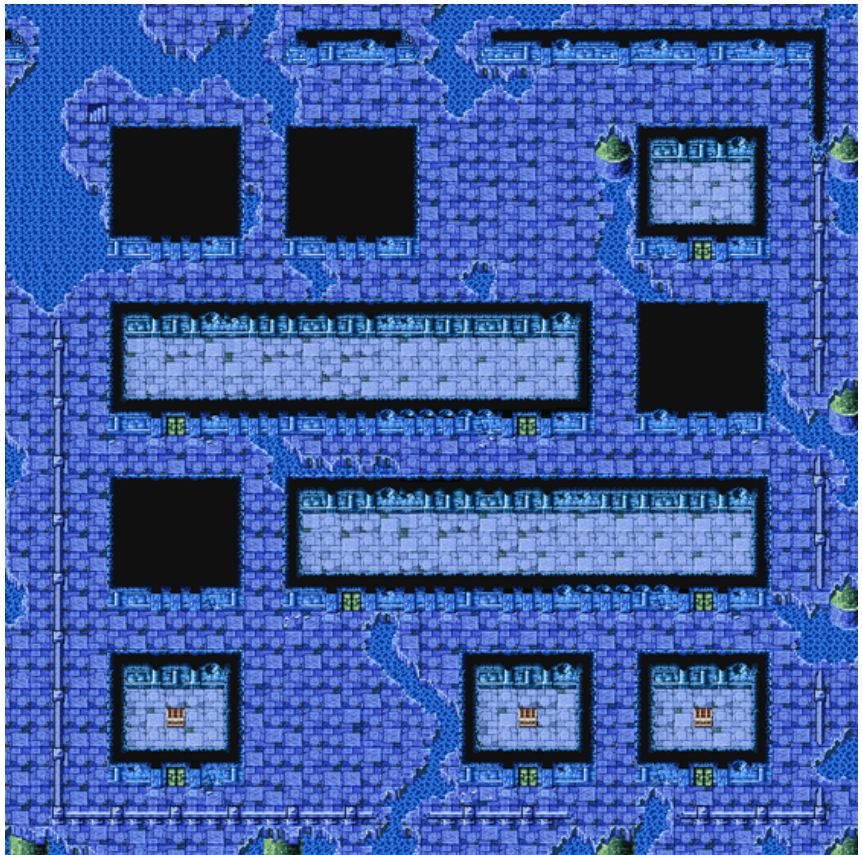




## Underwater 3

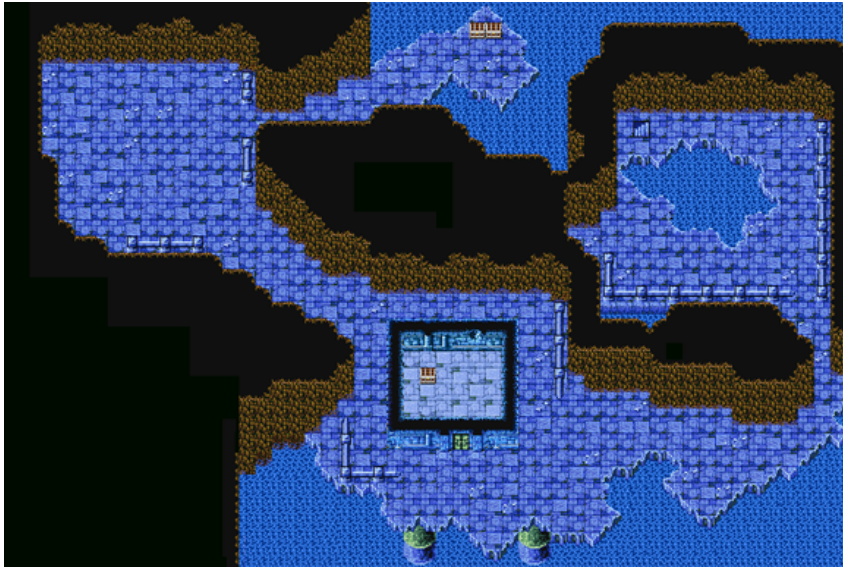


## Underwater 4

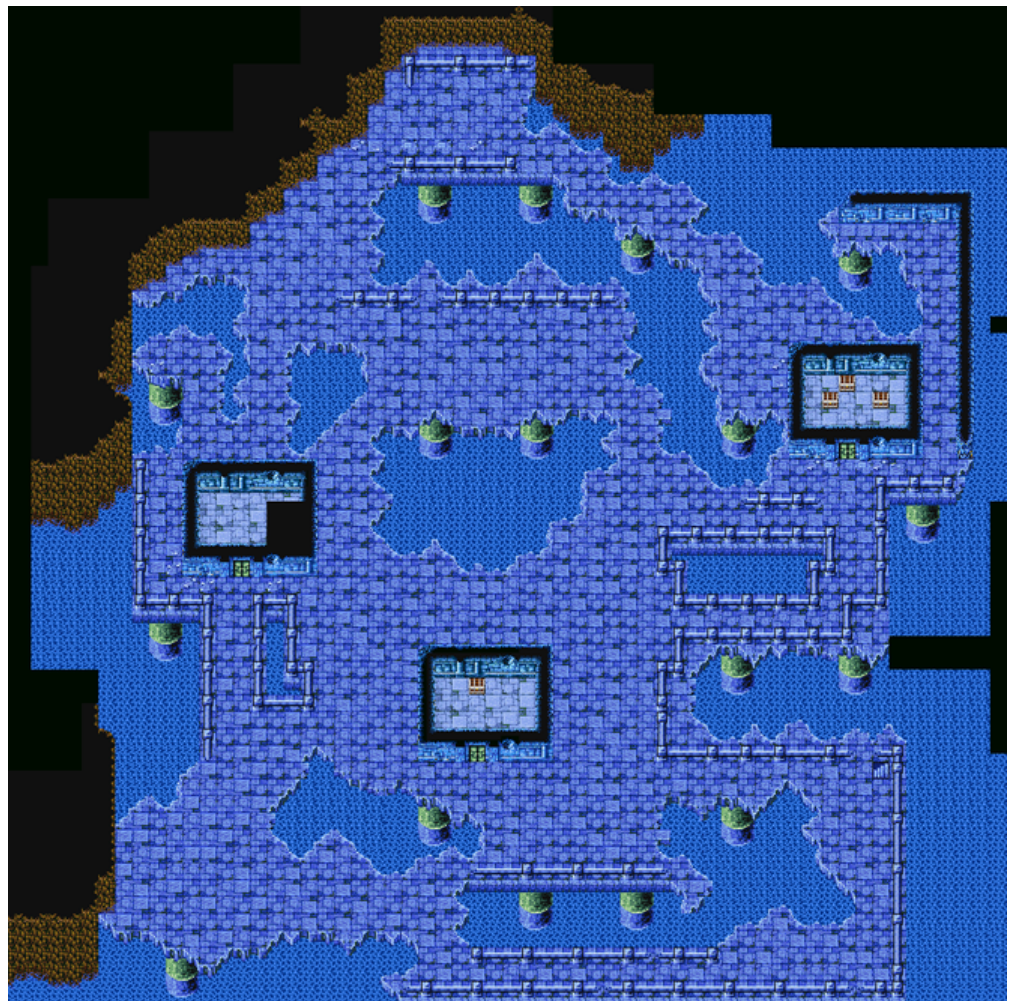


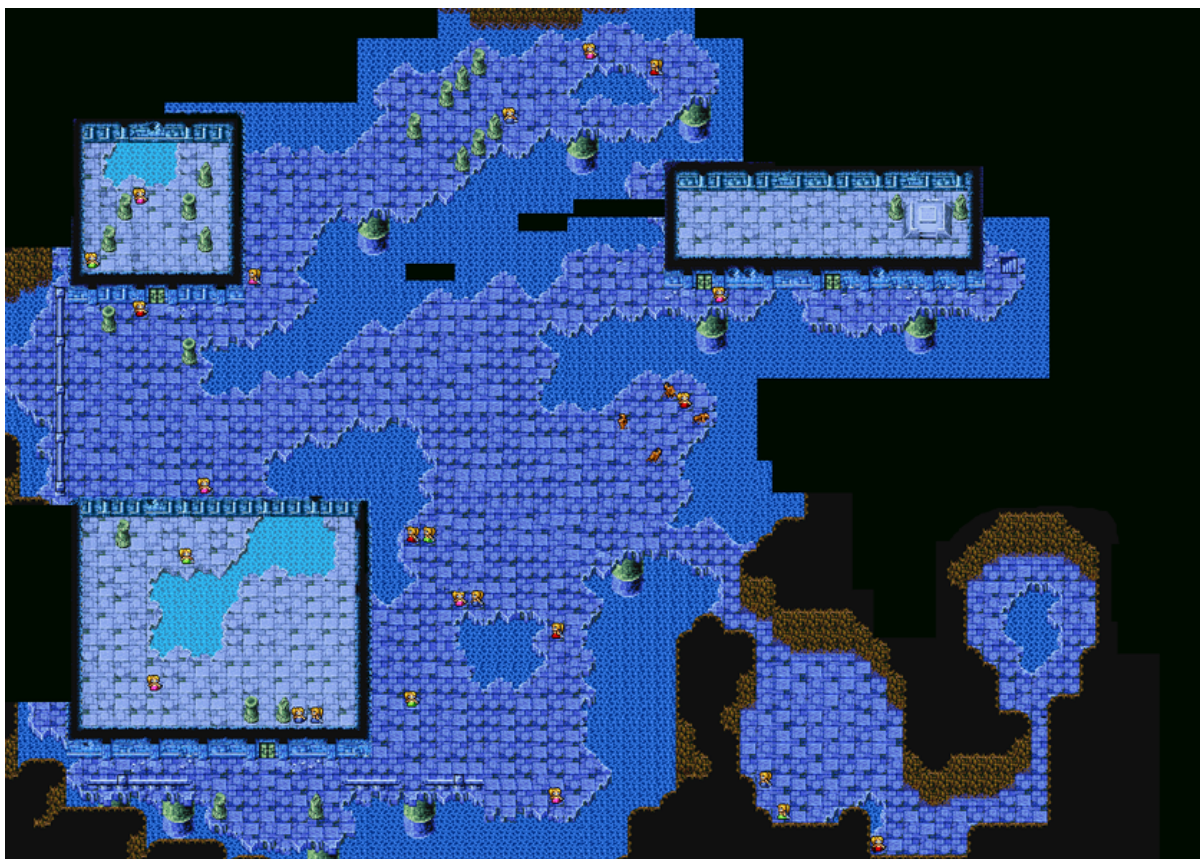


## Underwater 5



## Underwater 6





## Seahold

The first boss, Gilgamesh, is found in the Mermaid village of Seahold. You must talk to the mermaids, in order for his location to be revealed. The red mermaid located by the destroyed robots will direct you to one of three possible locations for Gilgamesh. When you find the sword, you will find Gilgamesh. Defeat him to get a pair of **Genji Gloves**.

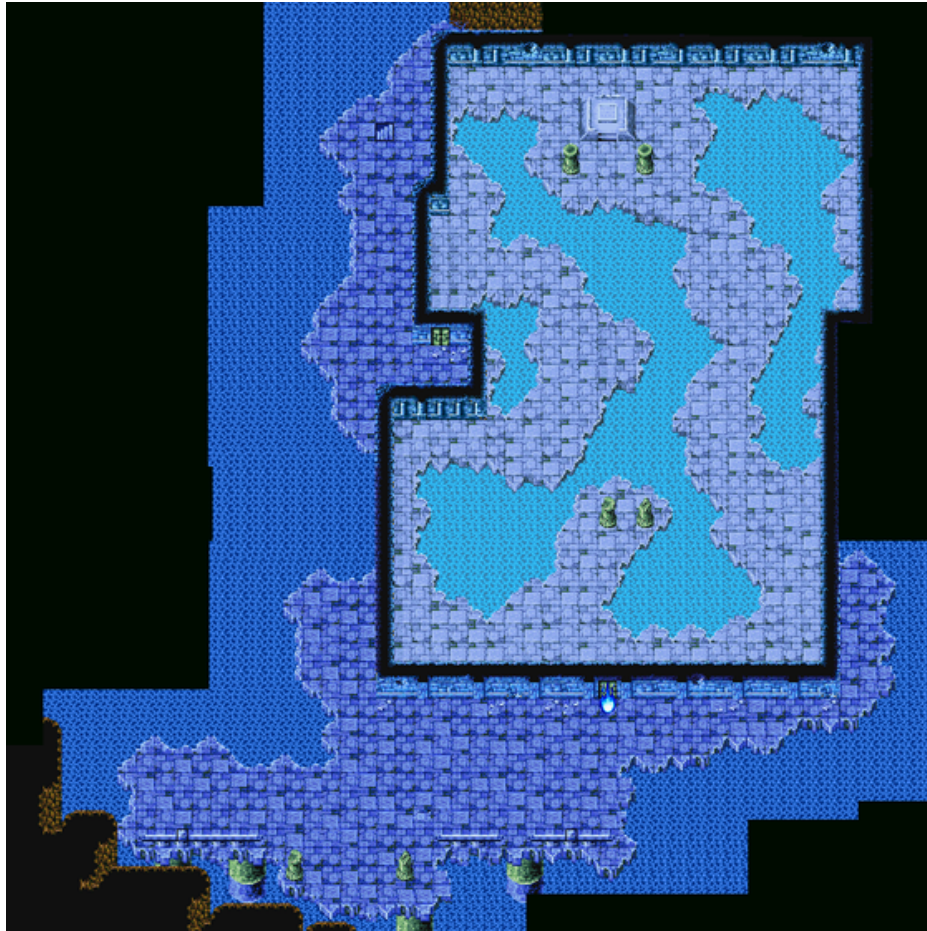
## Floor 5 Boss



### Gilgamesh

This famous character can buff himself with the **PROTECT** and **NULALL** spells. He also has tow abilities: **WIND SLASH**, and joke attack, **EXCALIPUR**.





## The Halfway Point

Here you will find the second boss Atomos, who drops the **Judgement Staff** when defeated. It should be noted, that after the battle, it looks like the only thing you can do is leave the shrine. This is simply a false illusion. Follow the left most path inside the room, and you will find a door taking you the exit.

## Floor 10 Boss

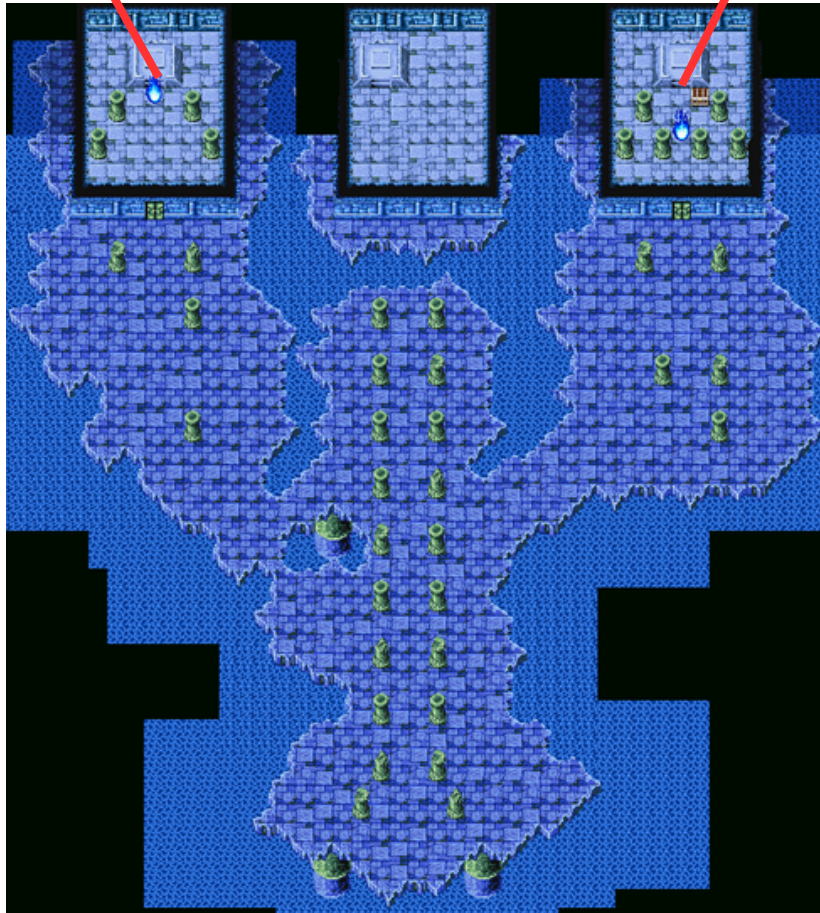


### Atomos

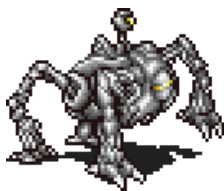
Atomos's signature attack, **WORMHOLE**, can instantly kill a single character. **FIRAGA** and **COMET** are Atomos's biggest threats beyond Wormhole.

Omega  
Reward: Murasame

Shinryu  
Reward: Ragnarok



## Floor 20 Bosses



### Omega

Omega has 35,000 HP and is a contender of the hardest boss added in Soul of Chaos. It can use **EARTHQUAKE** and **WAVE CANNON**.



### Shinryu

This dragon is a threat equal to Omega. Has four powerful group attacks: **ICESTORM**, **THUNDERBOLT**, **TIDAL WAVE**, and **FLARE**.

# Whisperwind Cove



**Whisperwind Cove** is a wind-themed bonus dungeon unlocked once you defeat Tiamat. It is located northeast of the Cavern of Ice, accessed by canoe. A lone Lufenian keeps watch over the entrance area. The Whisperwind Cove is the longest of the Soul of Chaos dungeons, comprising 40 floors. Mandatory boss battles and exit warps are present every 10th floor. It hosts the largest variety of enemies in the game, of many difficulties and types. All bosses originally appeared in *Final Fantasy VI*.



# Whisperwind Treasures

Floor	Potential Treasures
1	Blue Fang, 2500 gil, Tiger Mask, Spider's Silk, Golden Apple, Stamina Plus
2	Cockatrice Claw, Hermes' Shoes, Protect Drink, Spider's Silk, Light Curtain, Silver Apple
3	Soma Drop, Turbo Ether, Luck Plus, Speed Drink, Potion, Phoenix Down
4	Ether, Faerie Tonic, X-Potion, Vampire Fang, 600 gil, White Curtain
5	Phoenix Down, Remedy, Hi-Potion, Stamina Plus, Blue Curtain, Golden Apple
6	100 gil, Eyedrops, 120 gil, Phoenix Down, Echo Grass, Power Plus
7	Soma Drop, Red Curtain, Hi-Potion, Protect Drink, Red Fang, Wizard's Hat
8	Phoenix Down, Spider's Silk, Faerie Tonic, Ether, Emergency Exit, 2400 gil
9	Stamina Plus, Eyedrops, Turbo Ether, 14000 gil, White Fang, Hermes' Shoes
10	None

<b>Floor</b>	<b>Potential Treasures</b>
<b>11</b>	<b>Ether, Hi-Potion, Echo Grass, Protect Drink, Luck Plus, Hermes' Shoes</b>
<b>12</b>	<b>Eyedrops, 132 gil, Megalixir, Hi-Potion, Spider's Silk, Power Plus</b>
<b>13</b>	<b>Strength Tonic, Giant's Tonic, X-Potion, Stamina Plus, 240 gil, Ether</b>
<b>14</b>	<b>Red Fang, Turbo Ether, Emergency Exit, Speed Drink, Silver Apple, Light Curtain</b>
<b>15</b>	<b>X-Potion, Cockatrice Claw, Power Plus, Hermes' Shoes, Remedy, White Fang</b>
<b>16</b>	<b>Faerie Tonic, Protect Drink, Lunar Curtain, Spider's Silk, Ether, X-Potion</b>
<b>17</b>	<b>Red Curtain, Remedy, Speed Drink, Phoenix Down, Turbo Ether, Vampire Fang</b>
<b>18</b>	<b>Speed Plus, Blue Fang, Potion, Phoenix Down, Turbo Ether, Golden Apple</b>
<b>19</b>	<b>Soma Drop, Golden Apple, Eyedrops, 110 gil, White Fang, White Curtain</b>
<b>20</b>	<b>None</b>

<b>Floor</b>	<b>Potential Treasures</b>
<b>21</b>	<b>Speed Plus, Speed Drink, Echo Grass, Luck Plus, Giant's Tonic, Soma Drop</b>
<b>22</b>	<b>560 gil, Potion, Remedy, Mind Plus, Light Curtain, Faerie Tonic</b>
<b>23</b>	<b>Wizard's Hat, X-Potion, Protect Drink, Emergency Exit, Strength Tonic, Phoenix Down</b>
<b>24</b>	<b>Hi-Potion, Cockatrice Claw, Mind Plus, Lunar Curtain, Spider's Silk, Speed Drink</b>
<b>25</b>	<b>6300 gil, Potion, Turbo Ether, Power Plus, Soma Drop, Vampire Fang</b>
<b>26</b>	<b>White Fang, Eyedrops, Elixir, Speed Drink, Emergency Exit, X-Potion</b>
<b>27</b>	<b>2600 gil, Stamina Plus, Strength Tonic, White Curtain, Blue Curtain, Hi-Potion</b>
<b>28</b>	<b>Faerie Tonic, Golden Apple, Megalixir, Spider's Silk, Ether, Remedy</b>
<b>29</b>	<b>X-Potion, Phoenix Down, Echo Grass, Protect Drink, Hermes' Shoes, Dry Ether</b>
<b>30</b>	<b>None</b>

<b>Floor</b>	<b>Potential Treasures</b>
<b>31</b>	<b>Turbo Ether, Golden Apple, Lunar Curtain, Power Plus, Remedy, White Fang</b>
<b>32</b>	<b>Soma Drop, Hi-Potion, 63000 gil, Faerie Tonic, Speed Drink, Phoenix Down</b>
<b>33</b>	<b>Giant's Tonic, Light Curtain, Phoenix Down, Mind Plus, Red Curtain, X-Potion</b>
<b>34</b>	<b>Elixir, 120 gil, Stamina Plus, Cockatrice Claw, Ether, Strength Tonic</b>
<b>35</b>	<b>Zephyr Cape, Soma Drop, Silver Apple, Hermes' Shoes, Luck Plus, Blue Curtain</b>
<b>36</b>	<b>Eyedrops, 26464 gil, Hi-Potion, Dry Ether, Phoenix Down, Viking Axe</b>
<b>37</b>	<b>Potion, Power Plus, Speed Drink, Ether, Phoenix Down, Red Fang</b>
<b>38</b>	<b>White Fang, Emergency Exit, Speed Plus, Echo Grass, Dry Ether, Silver Apple</b>
<b>39</b>	<b>Soma Drop, Megalixir, Giant's Tonic, Faerie Tonic, Remedy, Golden Apple</b>
<b>40</b>	<b>Ultima Weapon</b>

# New Enemies

	<p><b>Knocker</b></p> <p>The strongest of all Goblins. Found in the deepest levels of Whisperwind Cove.</p>
	<p><b>Dark Wolf</b></p> <p>Appears in packs, often lead by Elm Gigas.</p>
	<p><b>Bonesnatch</b></p> <p>The strongest class of Skeleton. Dangerous in groups. Can be found mixed with Skuldiers.</p>
	<p><b>Unicorn</b></p> <p>Weak enemies mainly found in Flying Fortress-style maps, usually accompanying Duel Knights</p>
	<p><b>Duel Knight</b></p> <p>Tough fighters who appear in groups of 2-4 or alongside Unicorns.</p>
	<p><b>Mad Ogre</b></p> <p>Greatest of the Ogres. Strong attacks with loads of HP. Found in deepest levels of Whisperwind Cove.</p>





### Reaper

Not only can it **paralyze**, but it also knows **DISPEL**.



### Flood Gigas

A rare species of Gigas Worm that may appear in the lower levels of the dungeon.



### Red Flan

The Red Flan is nearly immune to physical damage, but can easily be wiped out with magic.



### Rock Gargoyle

Rock Gargoyles appear in groups and have high defenses, both against physical attacks and magic.



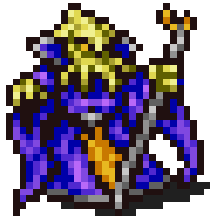
### Blood Tiger

A rather weak foe when compared to other enemies encountered in this dungeon.



### Bloody Eye

Kill this evil fiend as quickly as possible. It likes to use the **DEATH** spell to kill your team one by one.



### **Squidraken**

Is attacks do not inflict Instant Death; however, it can still use the **MIND BLAST** to **paralyze** the whole party.



### **Sekhret**

Despite having a staggeringly high Attack power, Sekhret's physical Defense is low.



### **Flare Gigas**

The Flare Gigas is the strongest Gigas and has no particular elemental affinity.



### **Undergrounder**

The Undergrounder resists magic and often uses the **QUAKE** spell.



### **Poison Eagle**

Stupidly enough, the Poison Eagle is unable to inflict poison in any way.



### **Earth Troll**

The highest tier of the Troll family. Found on the deepest floors of Whisperwind Cove.



### **Yamatano Orochi**

An extremely rare enemy that may appear on the deeper levels. Has high stats. Uses **BLAZE** to deal fire damage.



### **Earth Plant**

Found on levels resembling the Flying Fortress. May use the **POISON GAS** ability.



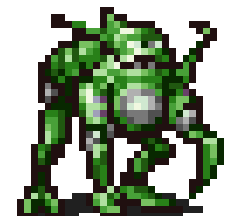
### **Mage Chimera**

Like its family members who appear earlier, Mage Chimera likes to use the **BLAZE** attack.



### **Mythril Golem**

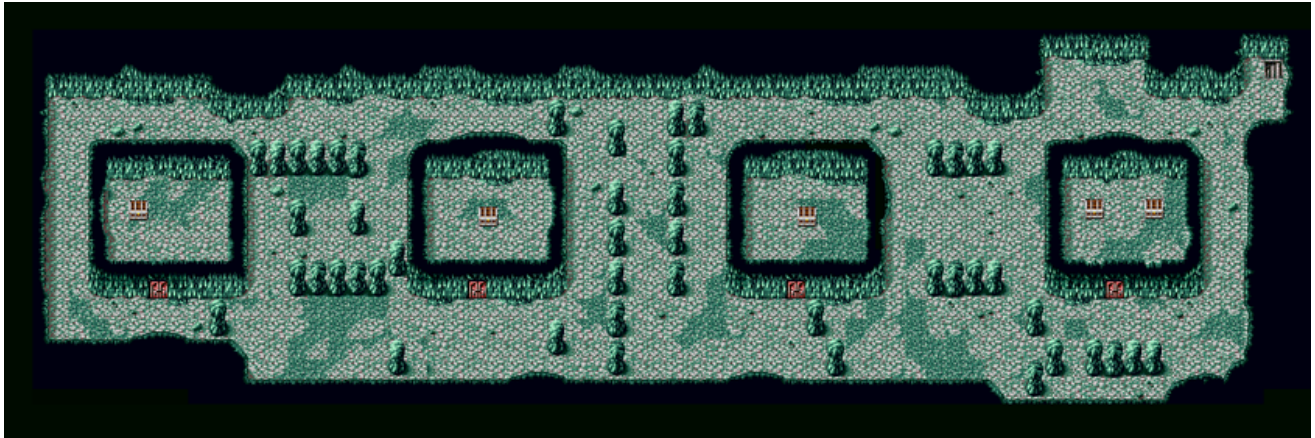
A powerful and a rare enemy encountered within the deepest levels of the Whisperwind Cove.



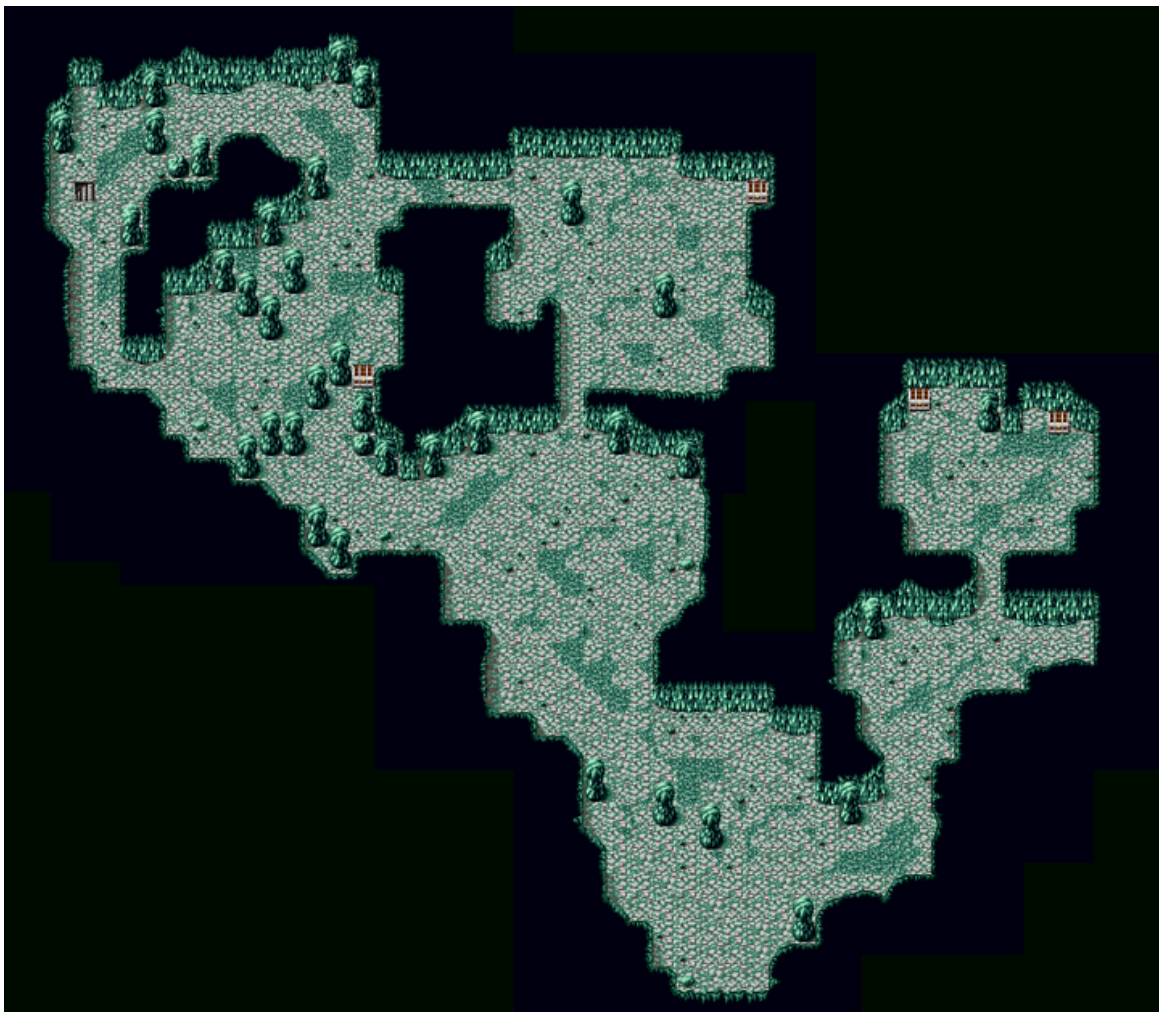
### **Prototype**

Though not as strong as the Soldier, it resists magic and has a high amount of HP.

# Green Tunnel 1

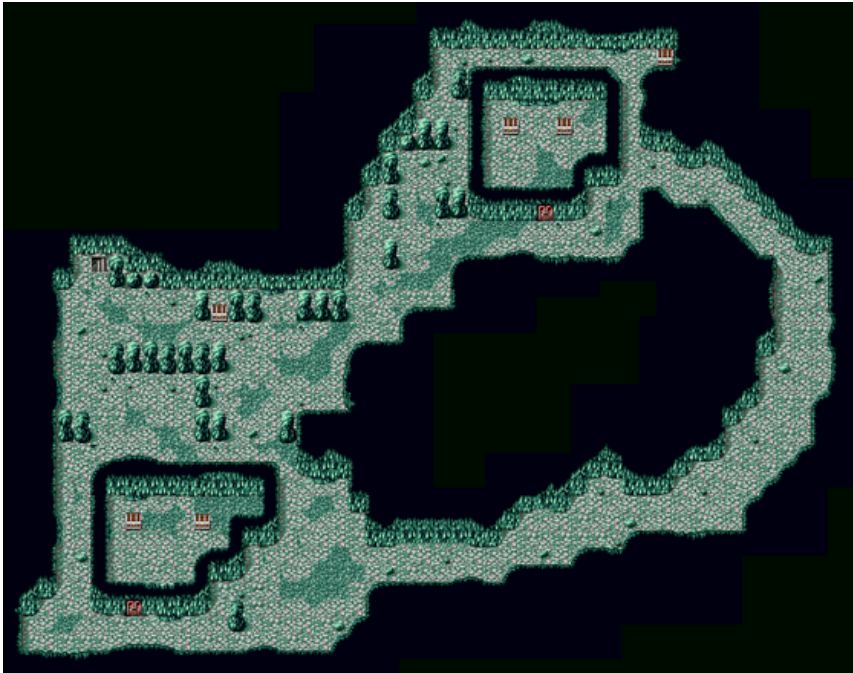


# Green Tunnel 2

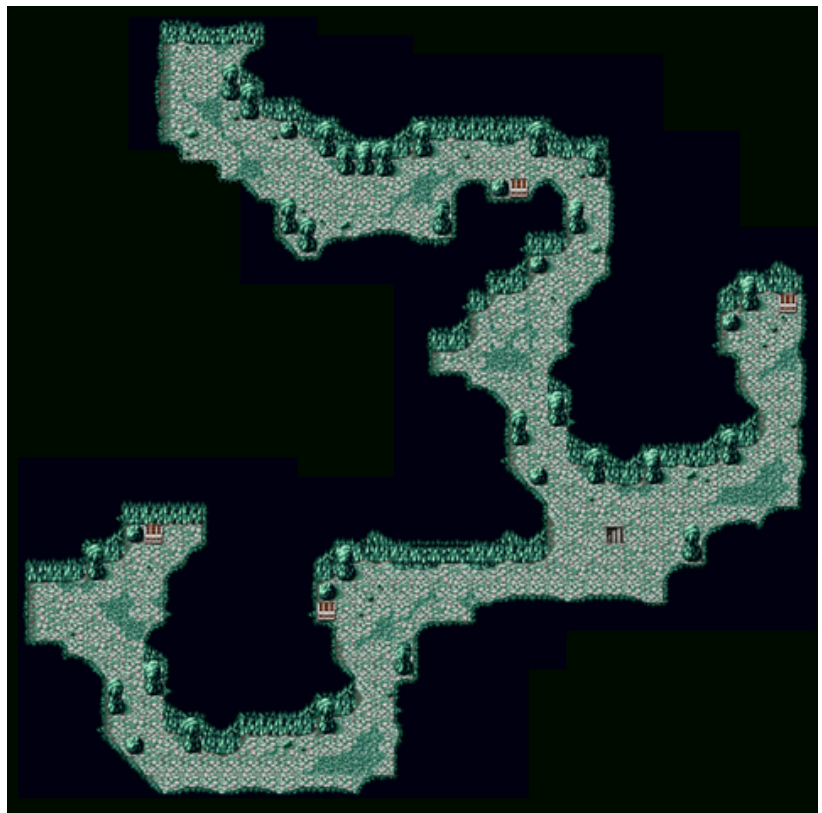




## Green Tunnel 3

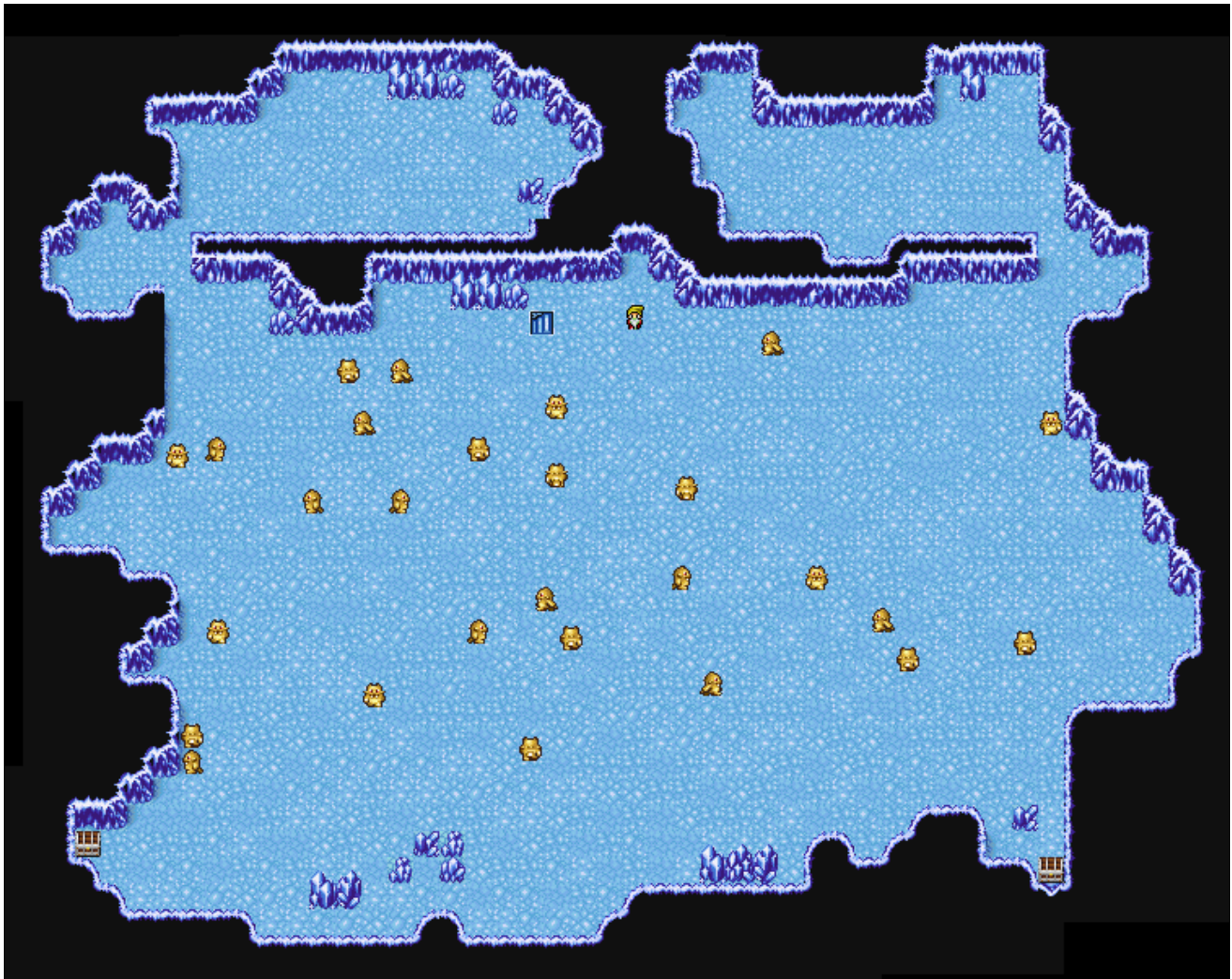


## Green Tunnel 4





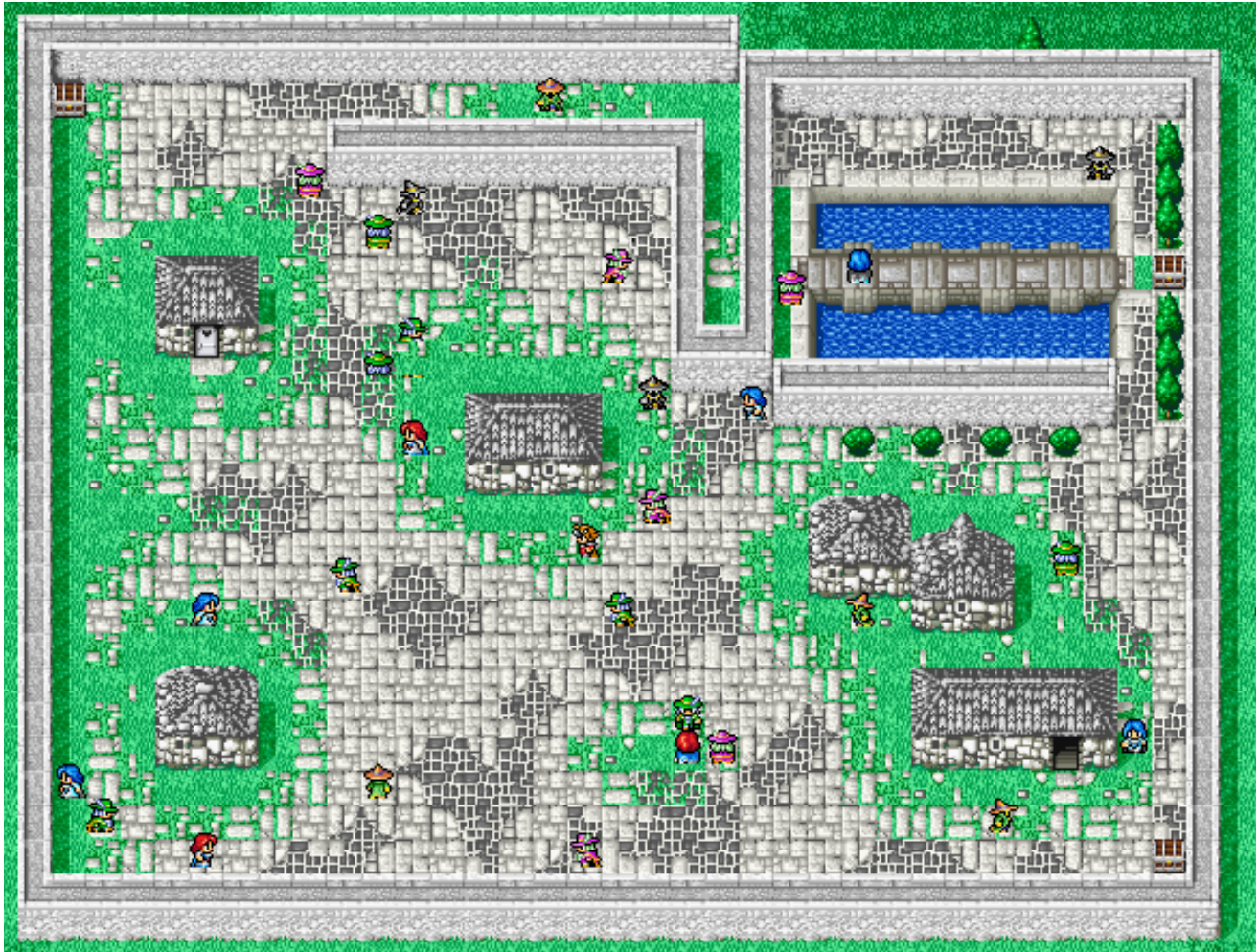
# Beaver Cave



## Beaver Roundup

When you enter this icy room, you will see a swarm of beaver-type creatures running around the room. Head to the center of the room, and speak to the man there. He will tell you the misfortune of him losing his pets, and ask you to help recover them. He will then tell you how many should go to the left, and how many should go to the right. You need to remember the amounts he says, and send that amount in the direction you need to. Once you have completed this little chore, speak to the man again. He will thank you for your assistance and create the exit for you.

# Mage Town



## A Short Rest

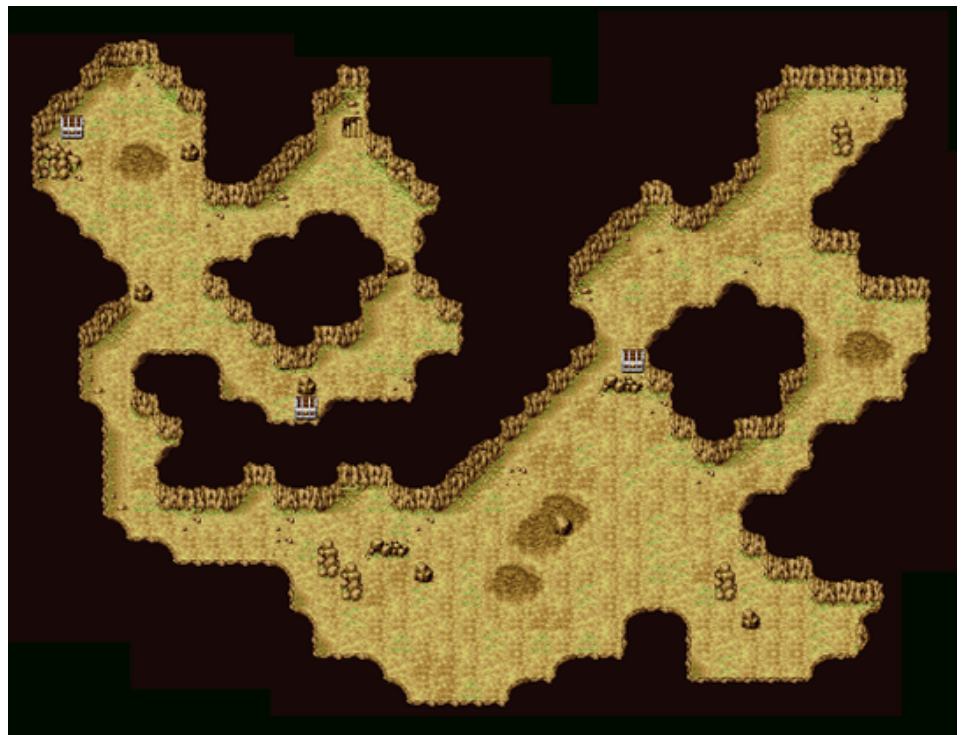
Welcome to Mage Town. This is a large village of Red, Black, and White Mages. Here you will find an Inn at the bottom right side of town. The cost to stay is a steep 1,000 Gil. Also if you speak to the citizens, you will find they sell varying levels of Magic. If you missed any of the spells for your mages, now is the time to get them.



# Mountain Cave 1



# Mountain Cave 2



# Ruined Village



## Robot Repair

In this dead village, you will find two robots in the center. One of them is functioning normally, but the other is in need of repair. If you talk to the robot, he will ask you to find two parts to repair his companion. The parts you are looking for can be found in the remains of the destroyed robots found around the town. When you have found them, return to the robots, The one will fix the other, and then show you the way to the next area.



# Earth Tunnel 1



# Earth Tunnel 2





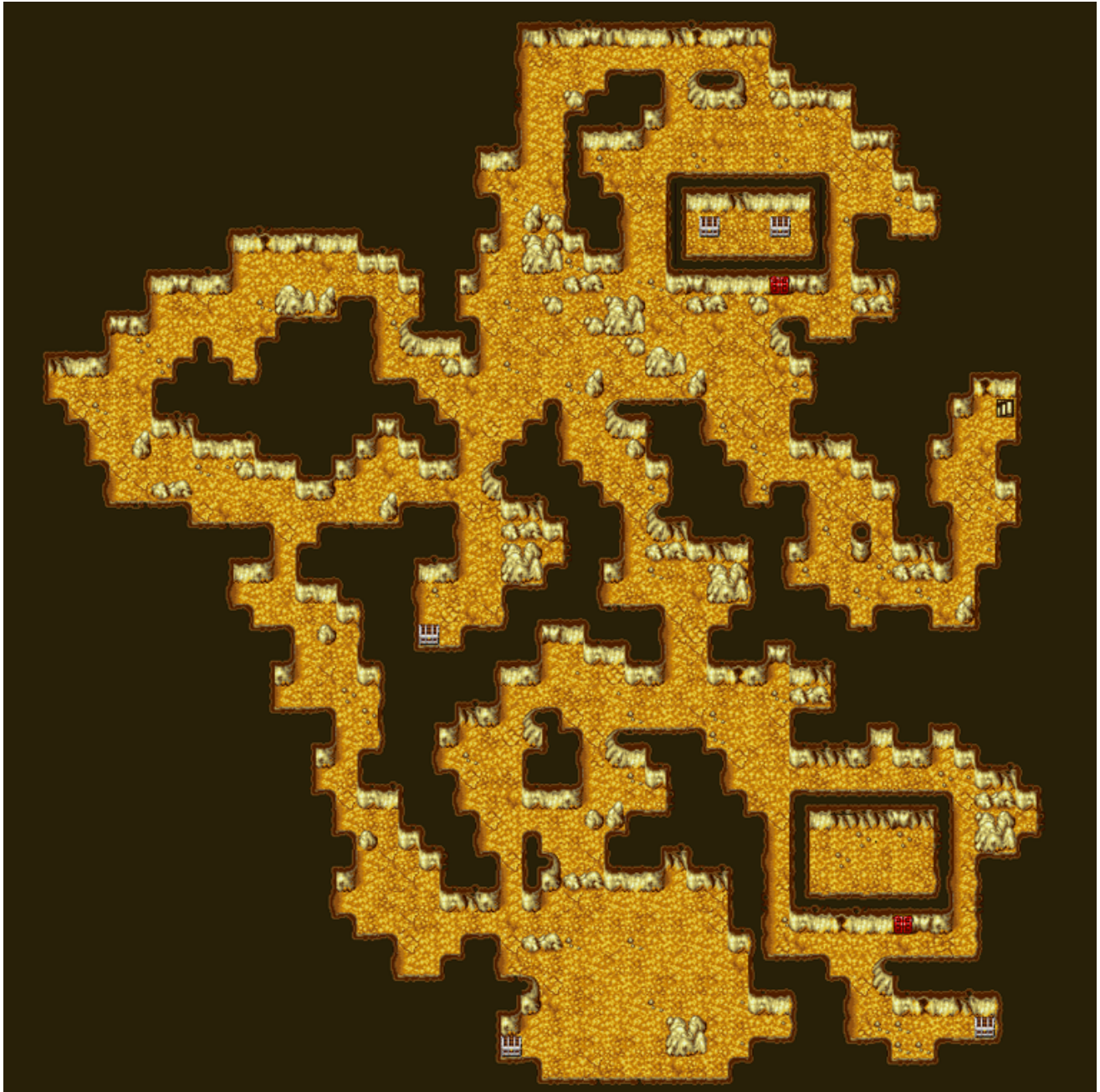
## Earth Tunnel 3



## Earth Tunnel 4

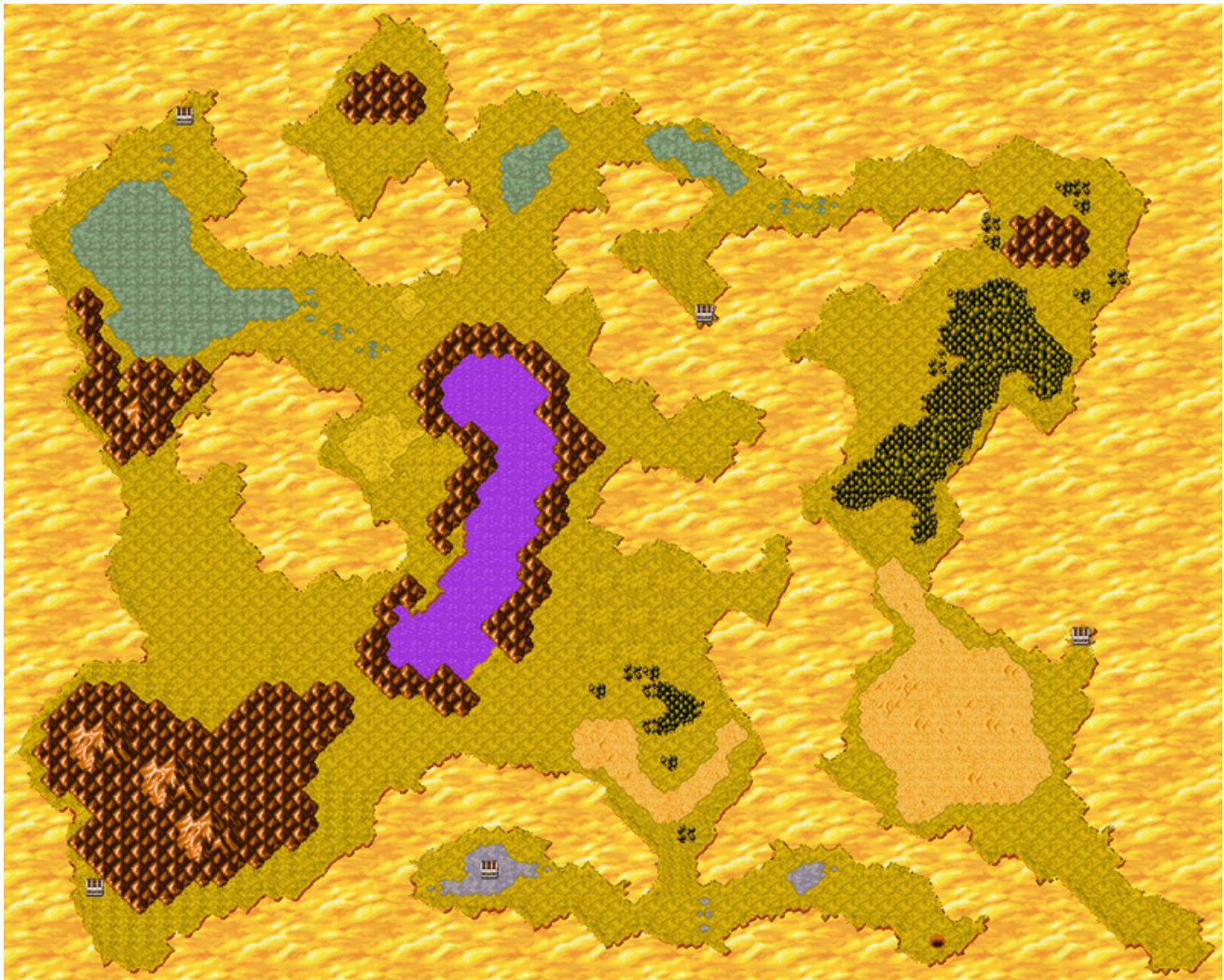


# Earth Tunnel 5





# Floating Continent



## A Bizarre World

This is the only world map in Whisperwind Cove. You will begin to the right of the exit. Just make your way around the world, until you can go to the lake in the center. Cross the lake, and head southeast, until you can go south. Head down, and then to the right.



# Forest Grove

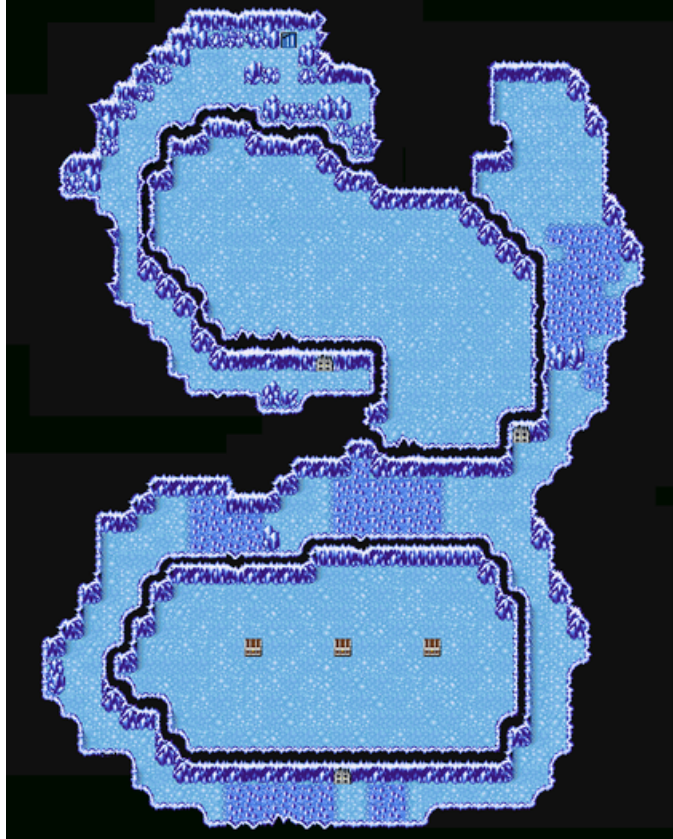


## Spirit Send Off

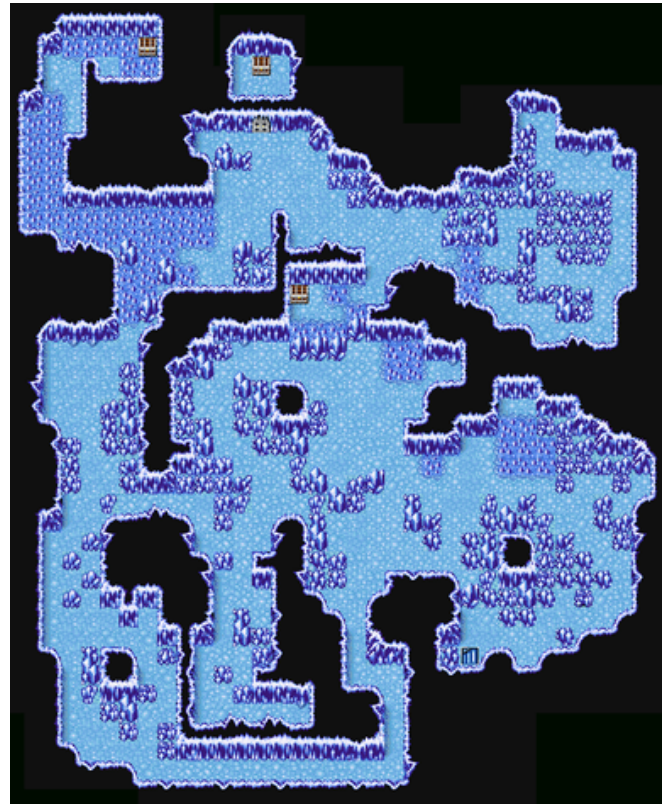
If you speak to the man, he will explain that the balls of flame are actually fallen enemies, who wish to be set free. In order to do this, you will need to speak to each flame, until they disappear. There are two spirits though that will instigate a fight with you. The Vampire, and Astos have a thing out for you, and are wanting to try to end your quest once again. Do not worry though, they hold the same stats they did the first time you encountered them. Once you have listened to all the spirits, the stairway to the next area will be made available to you.



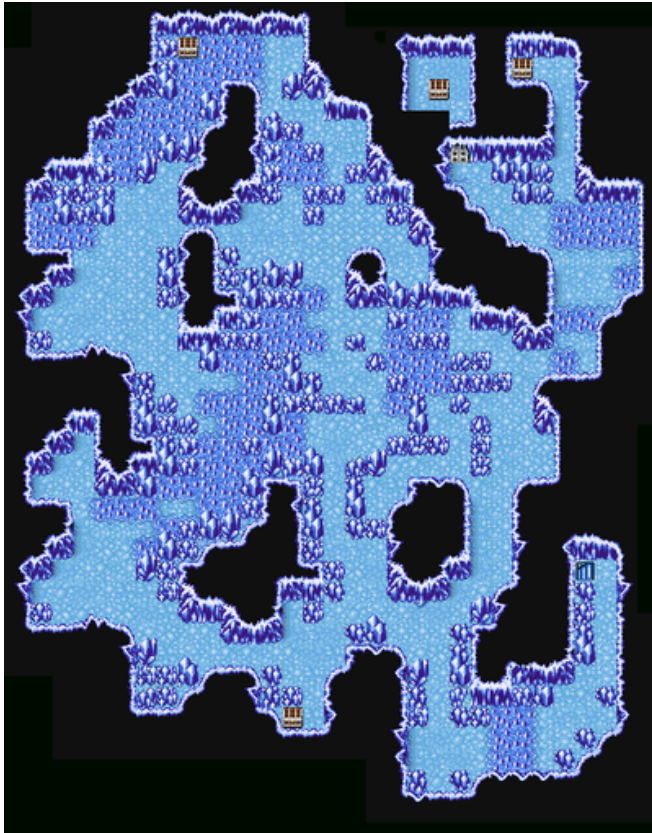
# Ice Cavern 1



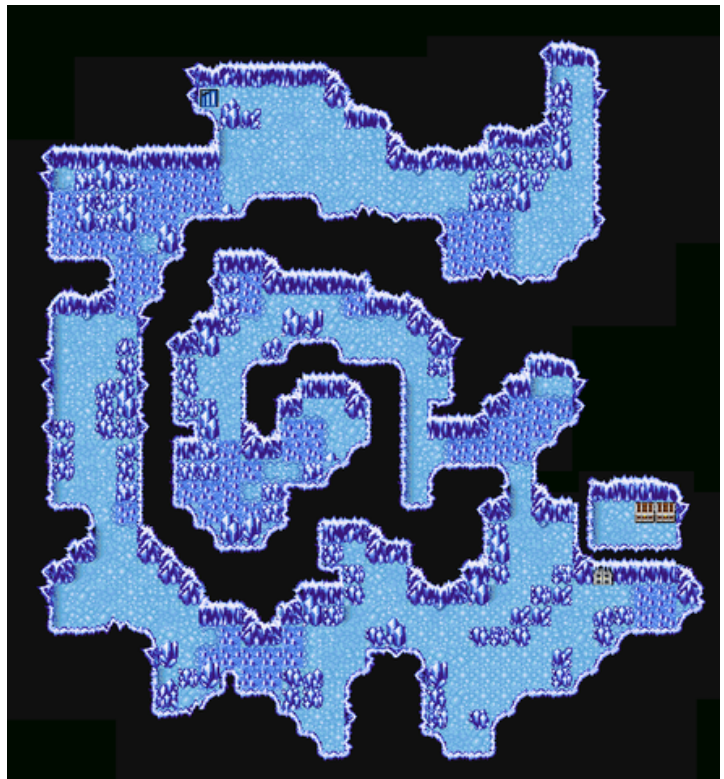
# Ice Cavern 2



## Ice Cavern 3

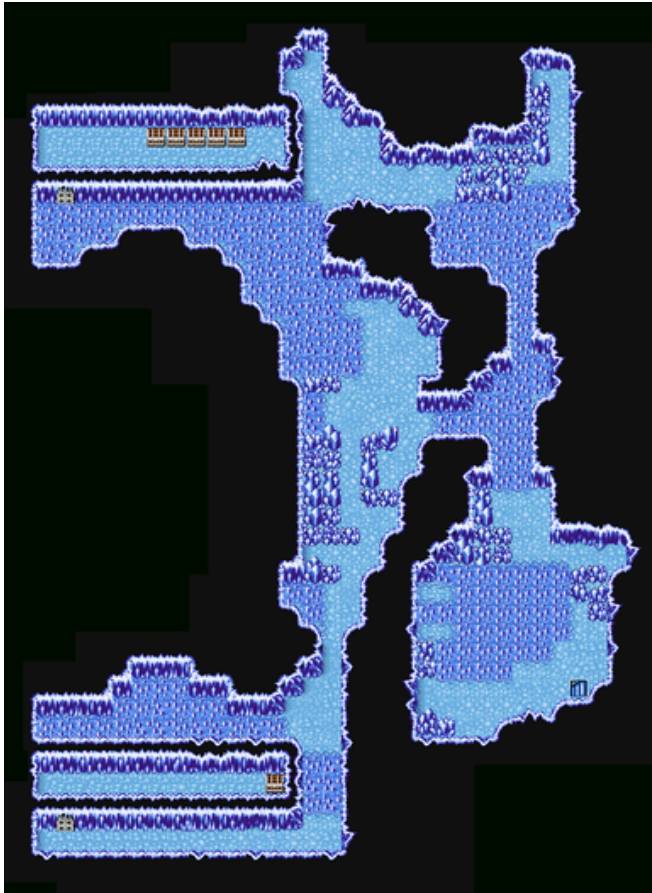


## Ice Cavern 4

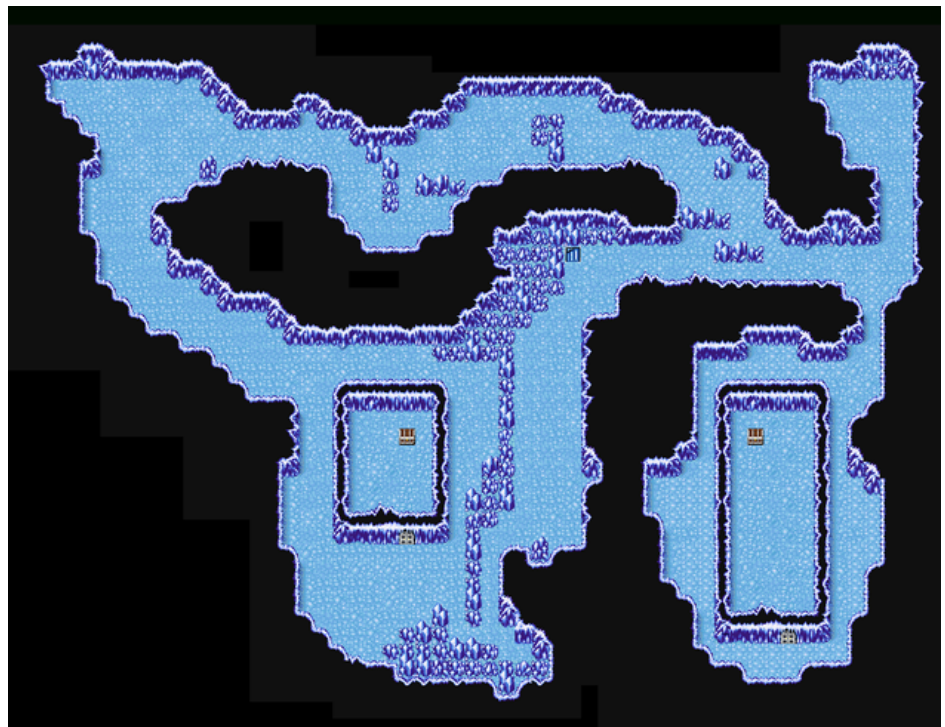




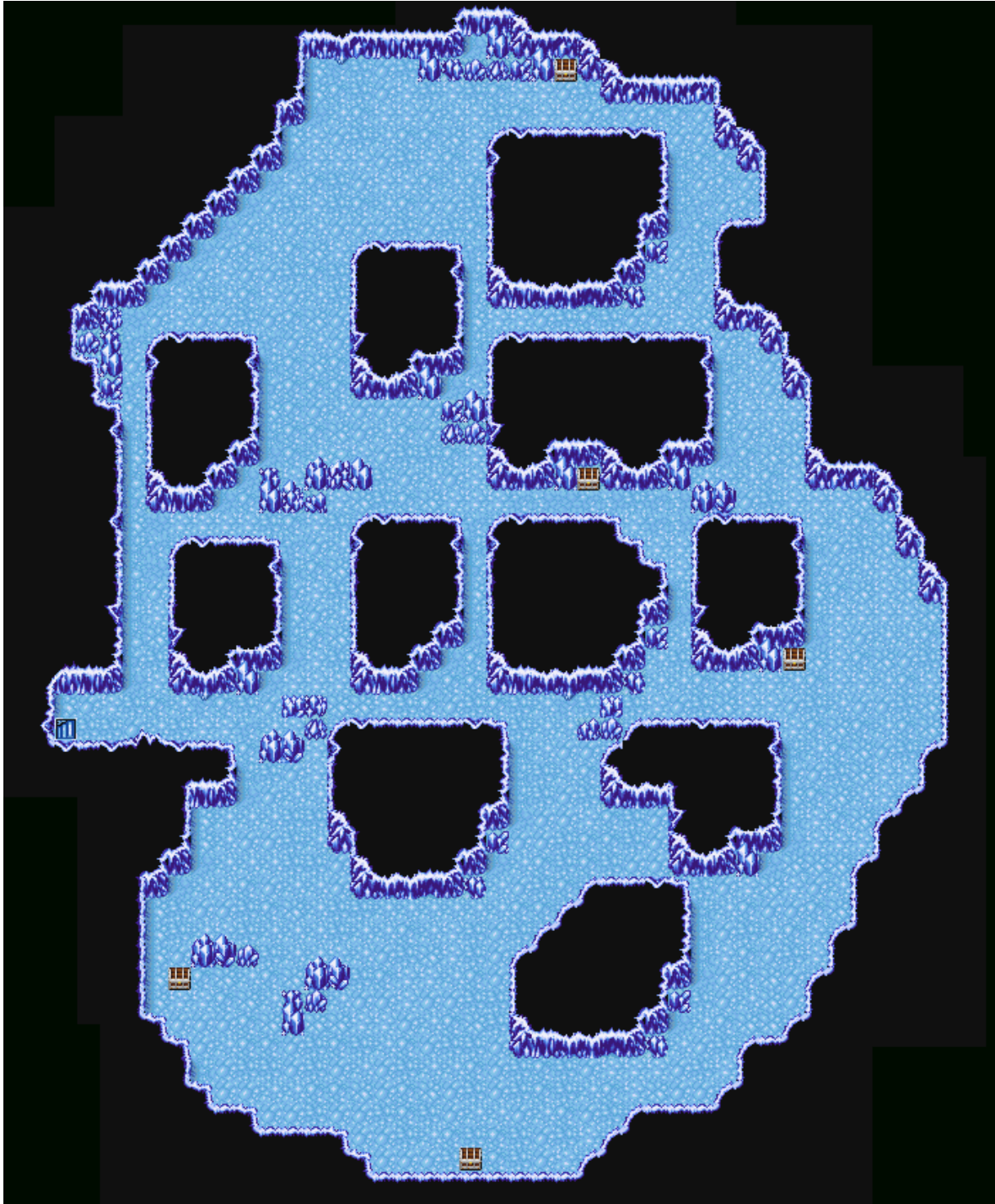
## Ice Cavern 5



## Ice Cavern 6



# Ice Cavern 7





# Lake Town



## Hide and Seek

You begin in a room with a small girl. When you speak to her, you will learn she is playing hide-and-seek. She cannot seem to find another kid, so she asks you to find him. Basically you are it. He will say he is looking for either a red haired kid, or a black haired one. Simple enough right? Well when you step outside, you might change your tune. When you venture out you will see dozens of children, and dozens of doors. Each door leads to another location of this map. When you talk to the child you were looking for, return to the house and speak with the little girl. She will thank you, and make the exit available to you.



# Fairy Town

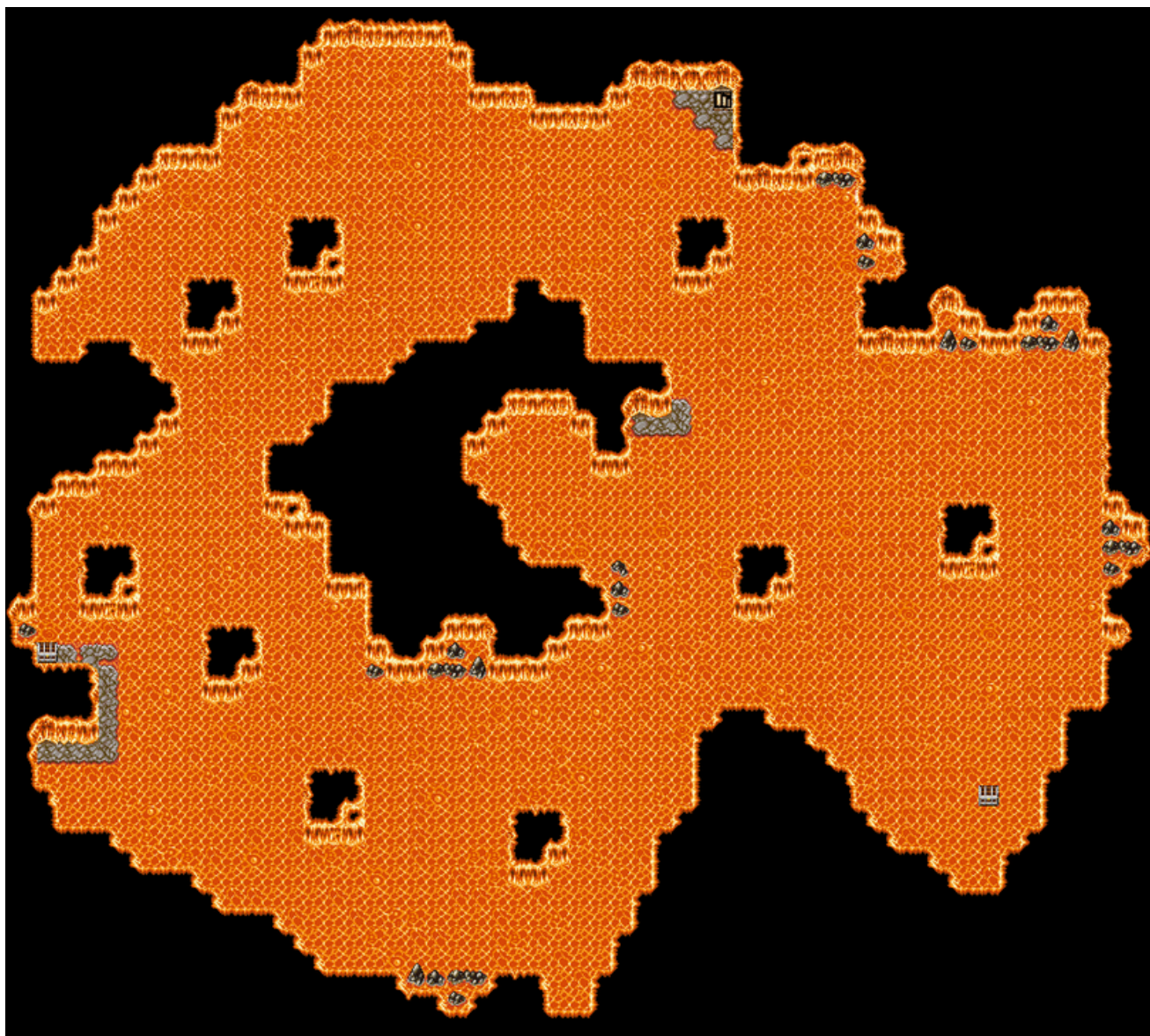


## Fairy Luck

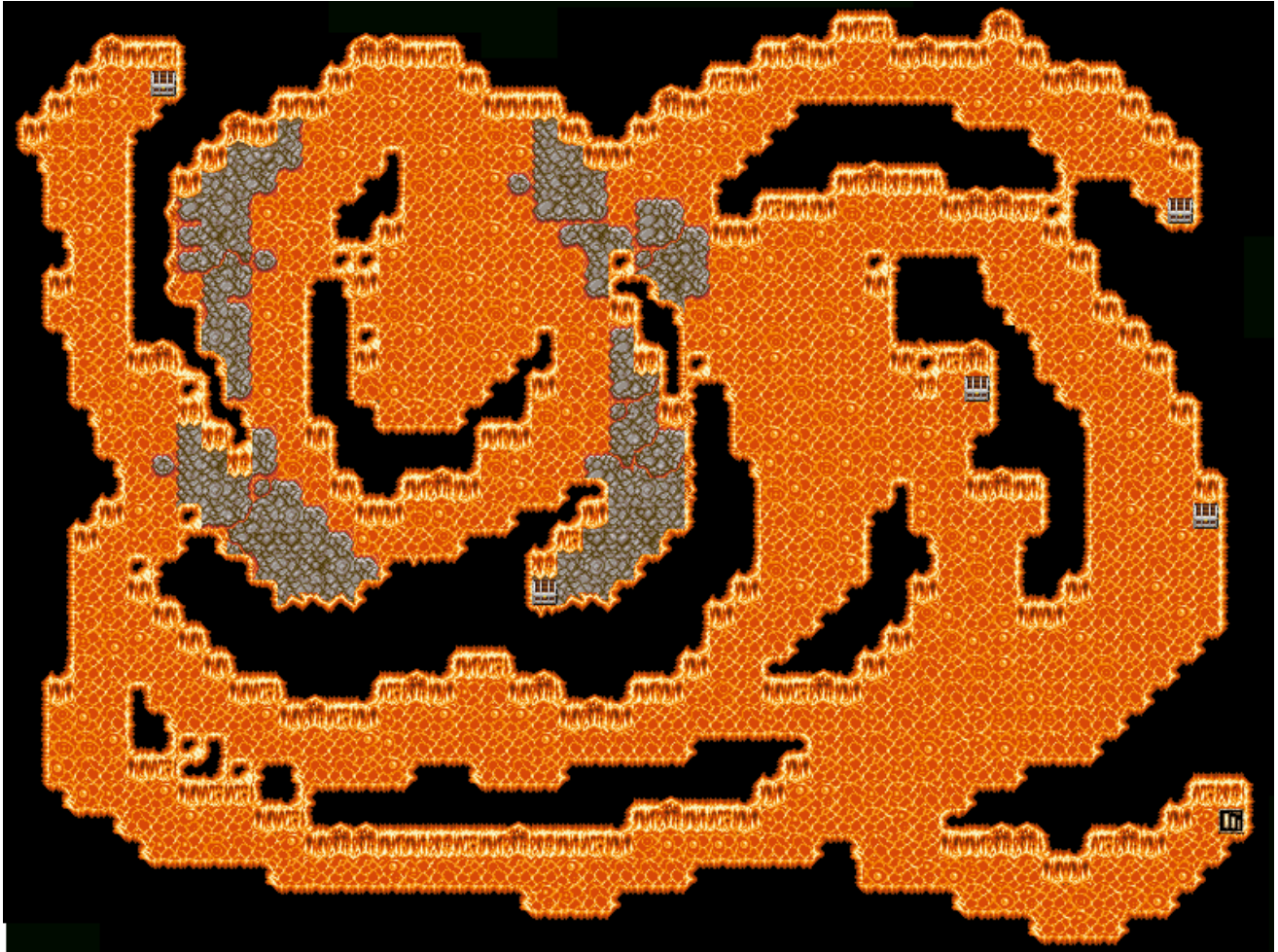
This town full of these wonderful creatures may seem harmless enough, but after speaking to the first one, you will find this is not the case. This little charmer will tell you the faeries will restore your HP/MP if you speak to them, but not all the faeries are nice. Some of them will reduce these attributes to 1! With random encounters in the town, you might just get into a lot of trouble real fast.



# Lava Pool 1



## Lava Pool 2

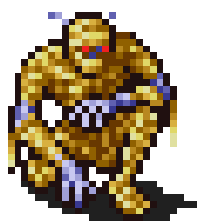
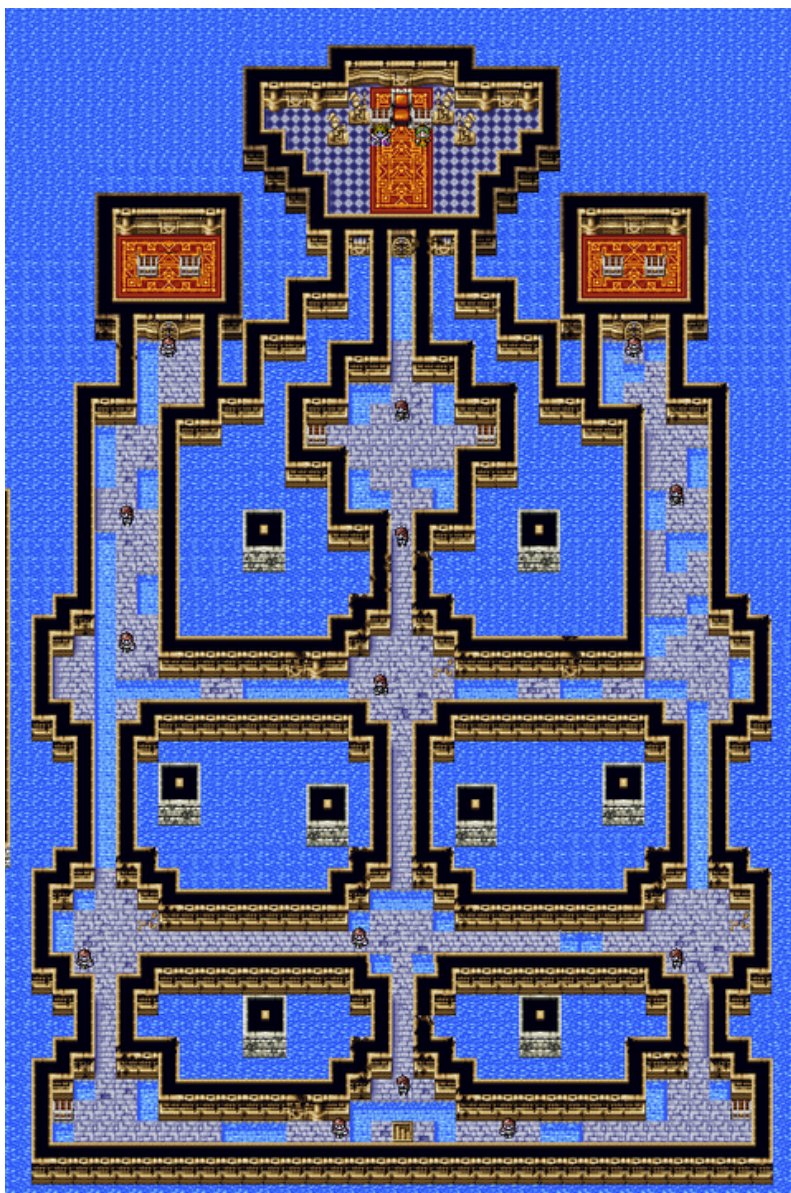




# Undead Castle

## Hall of the Dead

Here is a small kingdom of people who have not passed. Speaking to guards will result in battle, usually against Revenants. Also there are two unique fights in the throne room with the King (Pharaoh), and the Queen (Devil Wizard). Both are guarding chests, and are not too difficult to defeat. If you would like to just get through this area, the exit is directly south of the start.



## Pharaoh

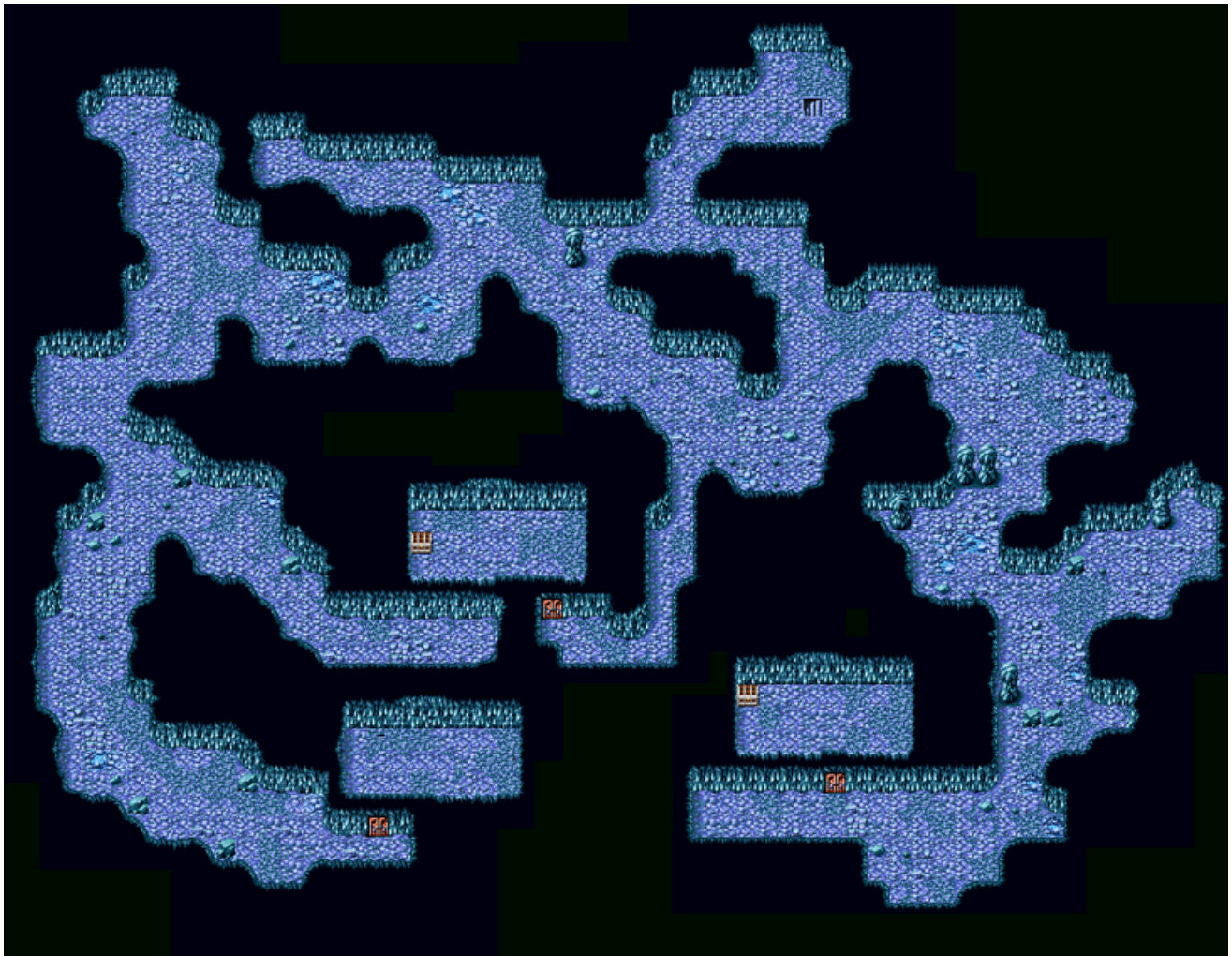
A powerful mummy usually found by itself guarding treasure chests. Attacks can inflict **sleep**.



## Devil Wizard

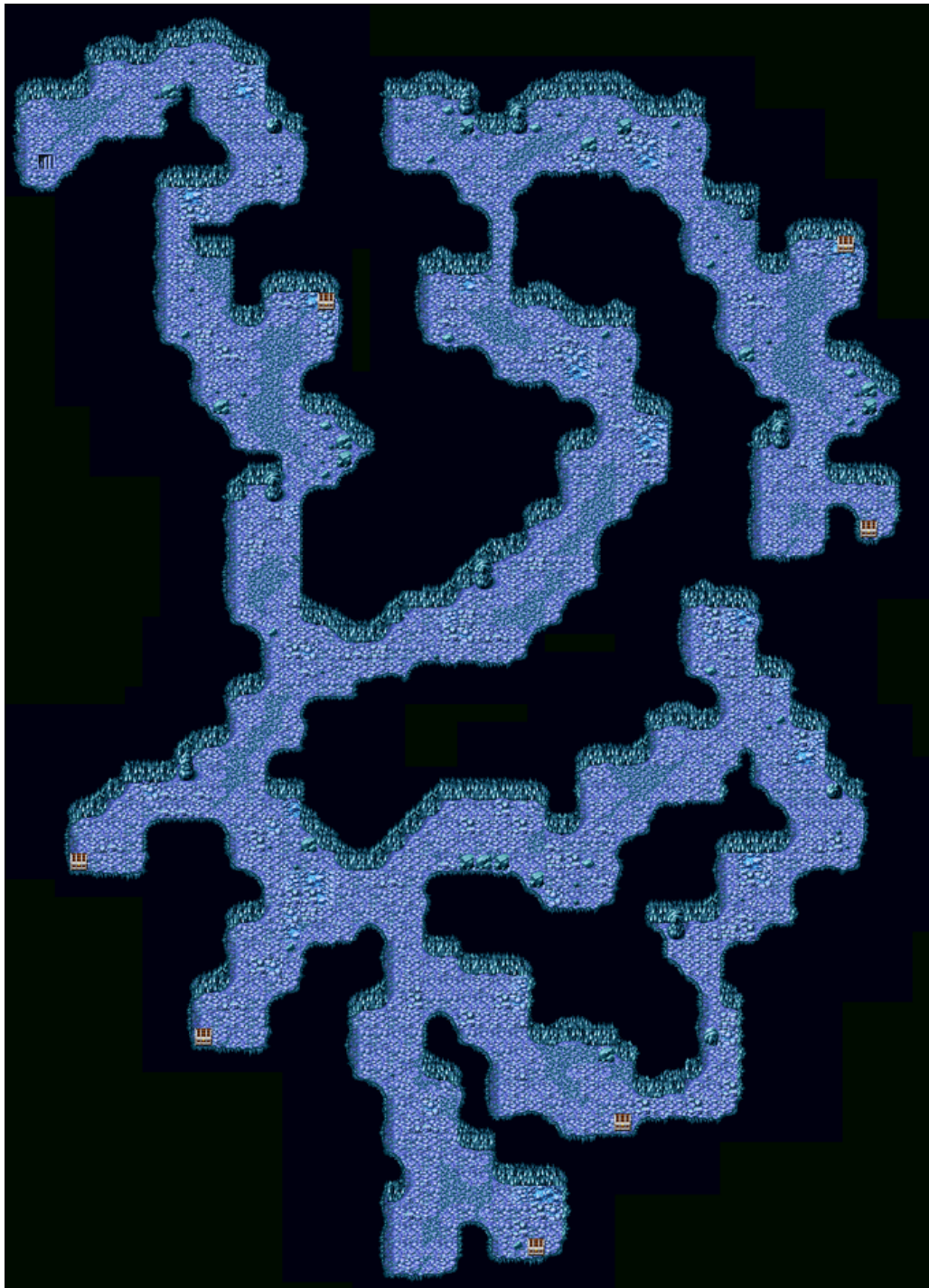
As the strongest of the Dark Elf family, she knows the lethal **Flare** spell.

# Blue Cavern 1

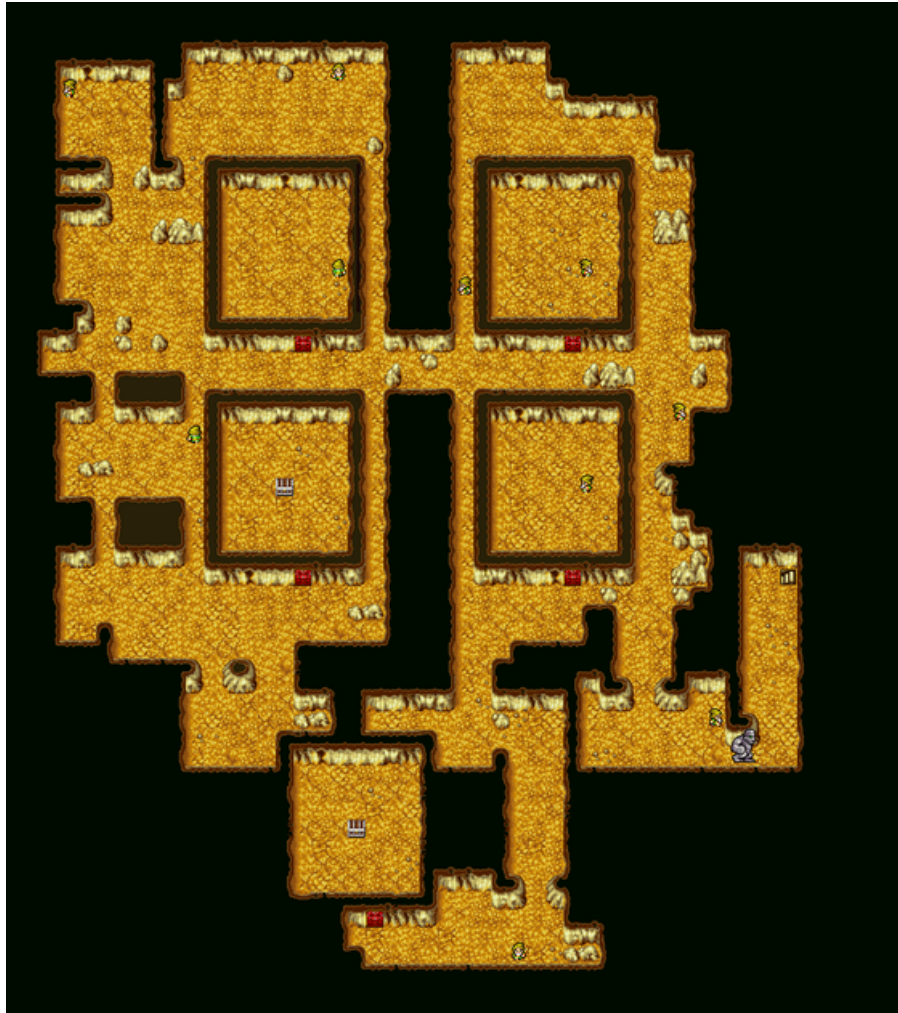




## Blue Cavern 2



# Dwarf Cavern

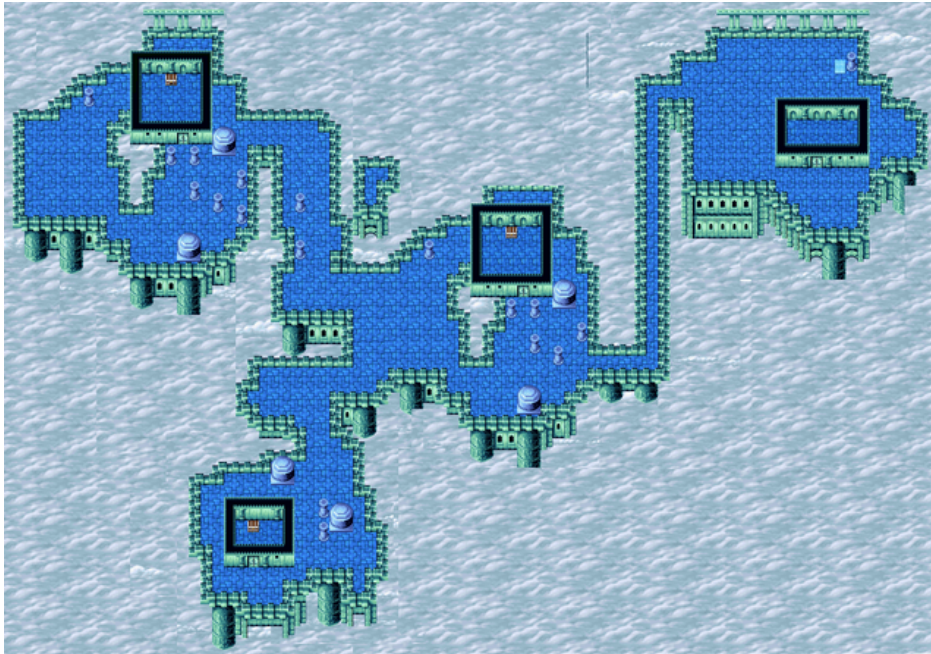


## Dwarven Trading Game

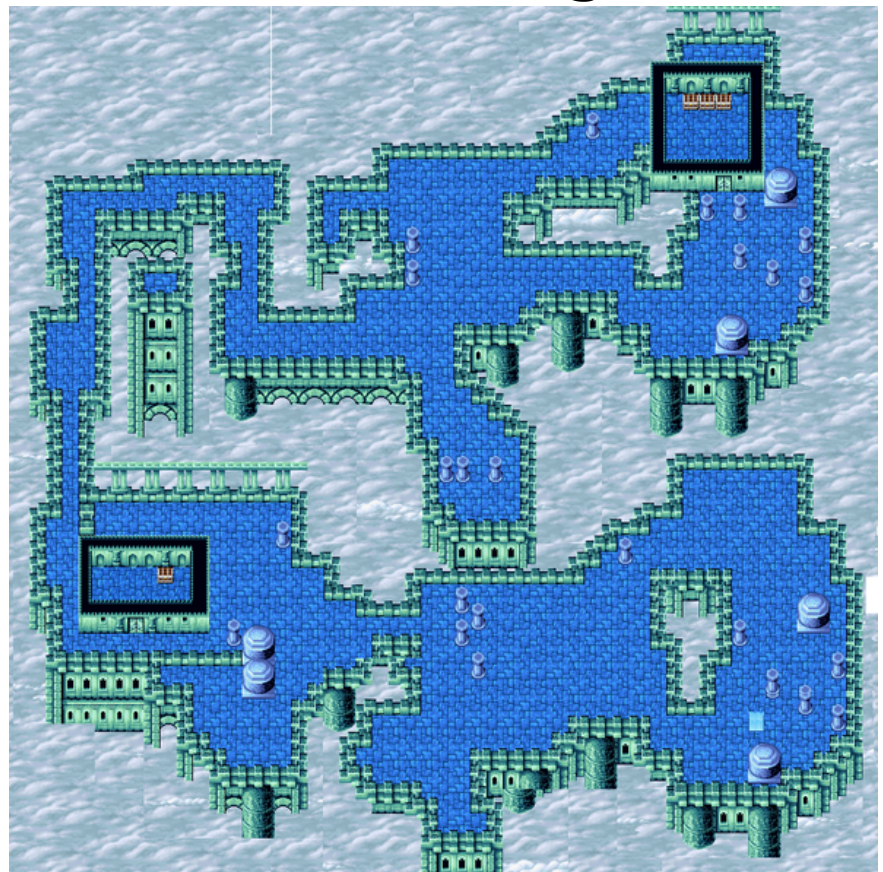
Here you will find a group of dwarves wandering around the area. If you talk to the closest one from the entrance, he will tell you that each dwarf is looking for an item. This is the clue to getting through the area. You must find an item one dwarf is carrying, and give it to the dwarf that wants it. Read carefully what each dwarf says, as it is a clue to what they are looking for. Items include a Carob, an Ocarina, a Cogwheel, a Pick Axe, an Autograph, some Witch's Brew, a set of Smithy Tools, a House Key, a Cat's Whisker, and lastly, a Star Ruby, which you can give to the Titan to open the way to the exit.



# Floating Castle 1

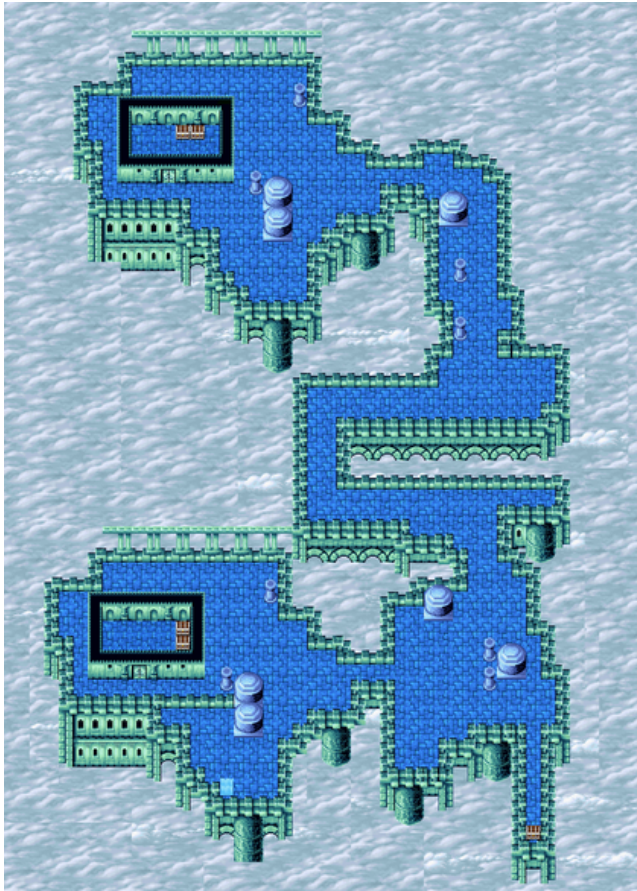


# Floating Castle 2

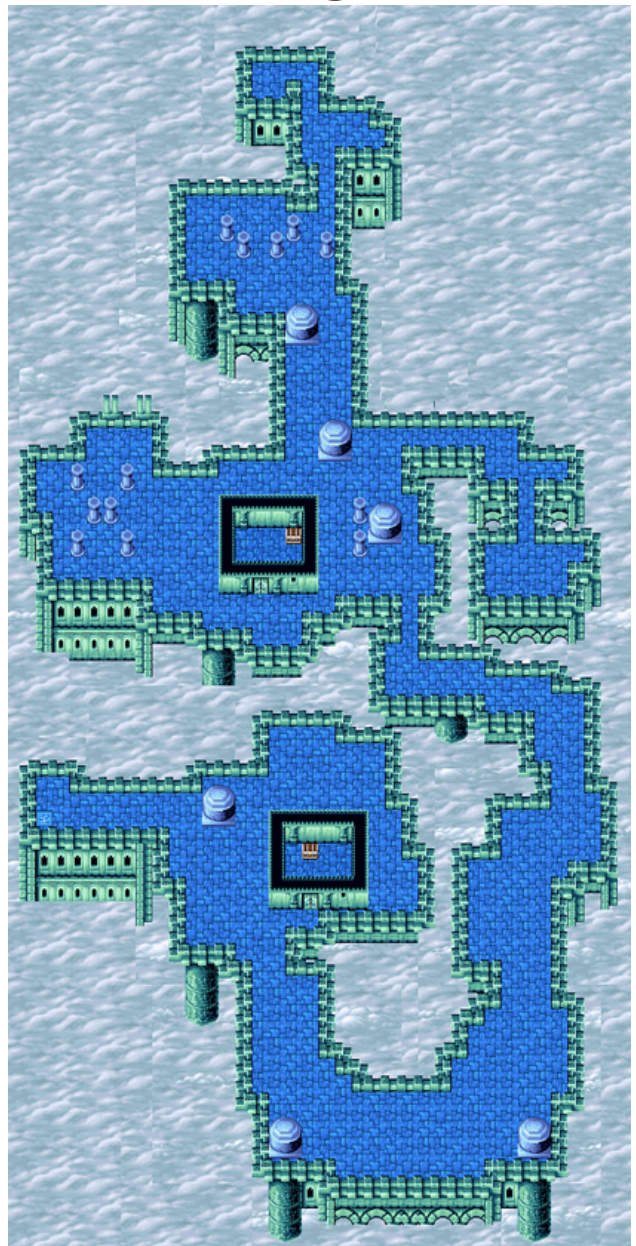




## Floating Castle 3



## Floating Castle 4





# Walled City



## The Final Rest

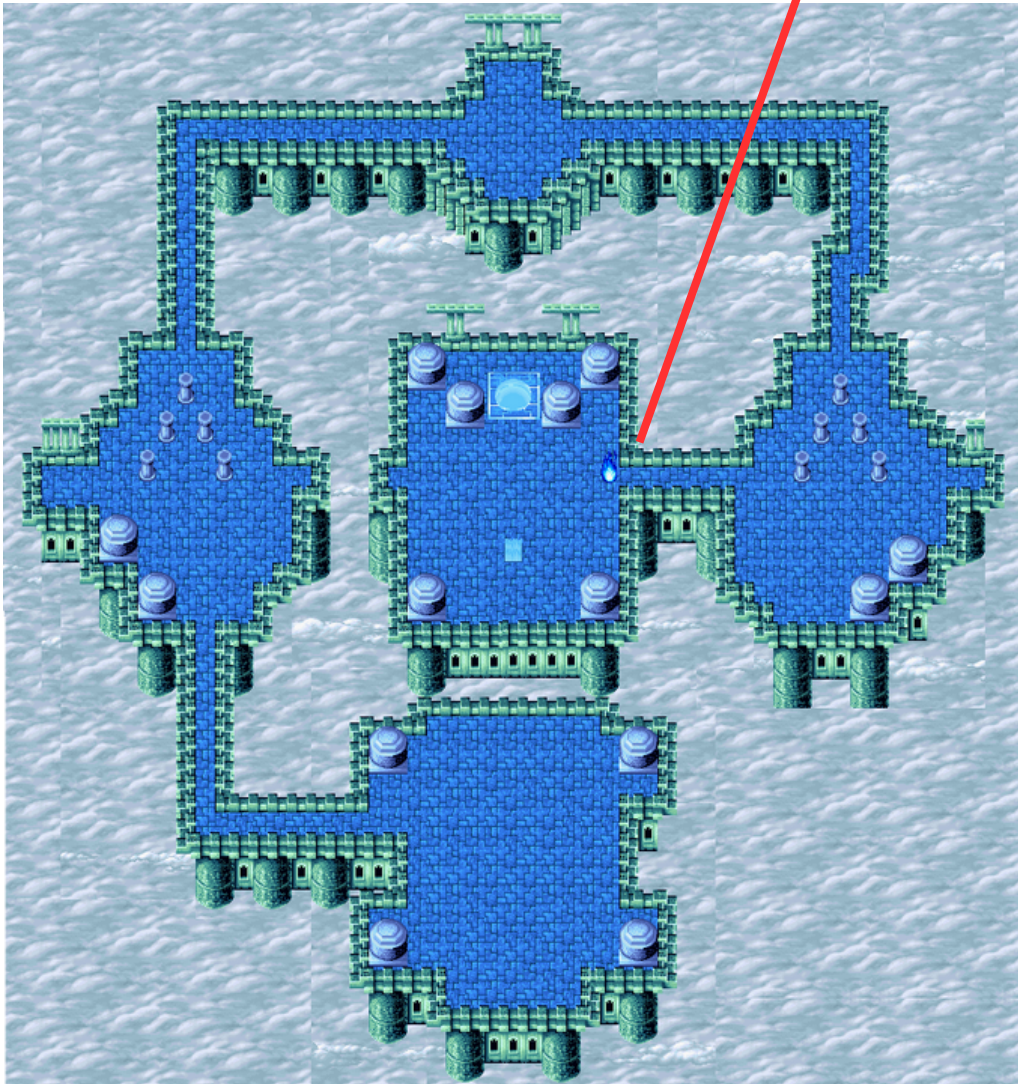
This town has an inn at the top of the area. (This is also where you will find the exit). The stay will cost you 1,000 Gil. This location is usually towards the end of the dungeon, so it is very wise to get a rest.

There is an item shop on the right side of town. It sells a variety of weapons, armor, and items. The catch is, the merchandise is very random. Its merchandise depends on when you reach the town in the grand scheme of the dungeon.



Typhon

Reward: Genji Helmet



## Floor 10 Boss

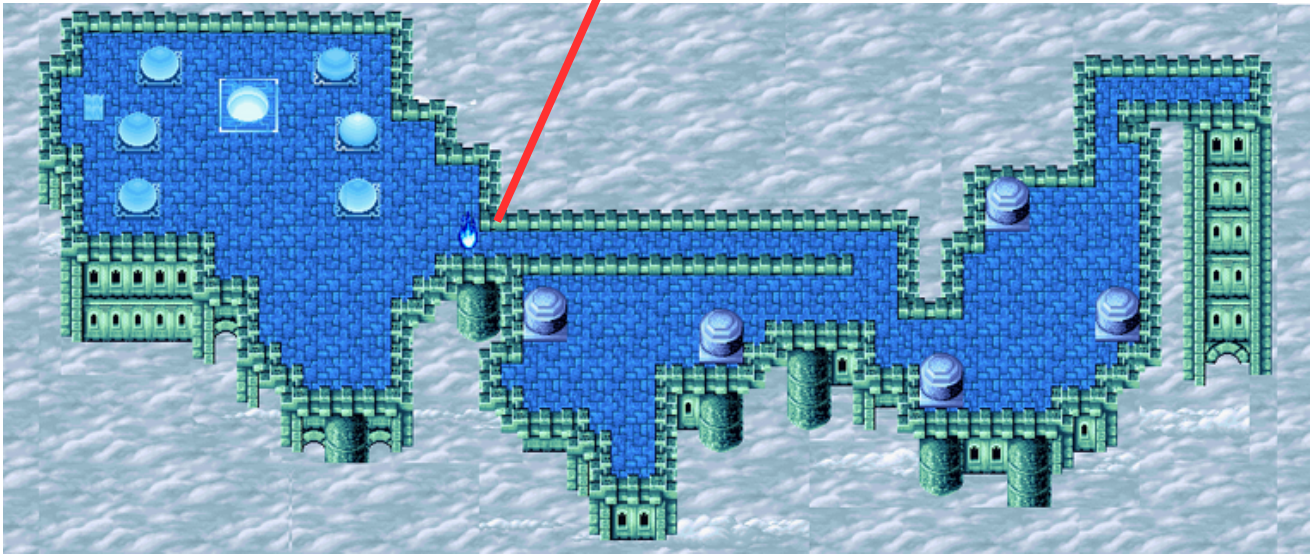


### Typhon

Typhon retains his signature **SNORT** attack. Rather than removing a party member permanently from battle, it instead deals an instant **KO**.



Orthros  
Reward: Rune Staff

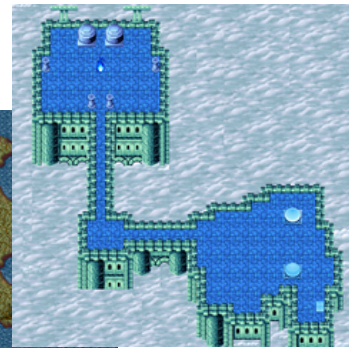


## Floor 20 Boss



### Orthros

The only ability he possesses is **INK**, which attempts to blind the entire party, but will usually miss.



## The Corrupted Town

In this dismal looking town you will learn from the citizens that a train has corrupted their town. They beg you to please help them rid the town of the Phantom Train. Make your way to the center island, and speak to the soldier zombie there. He will tell you to go and defeat the Phantom train, and moves to let you pass. Once defeated, the boss will drop a **Megalixer** and way forward will be made available.

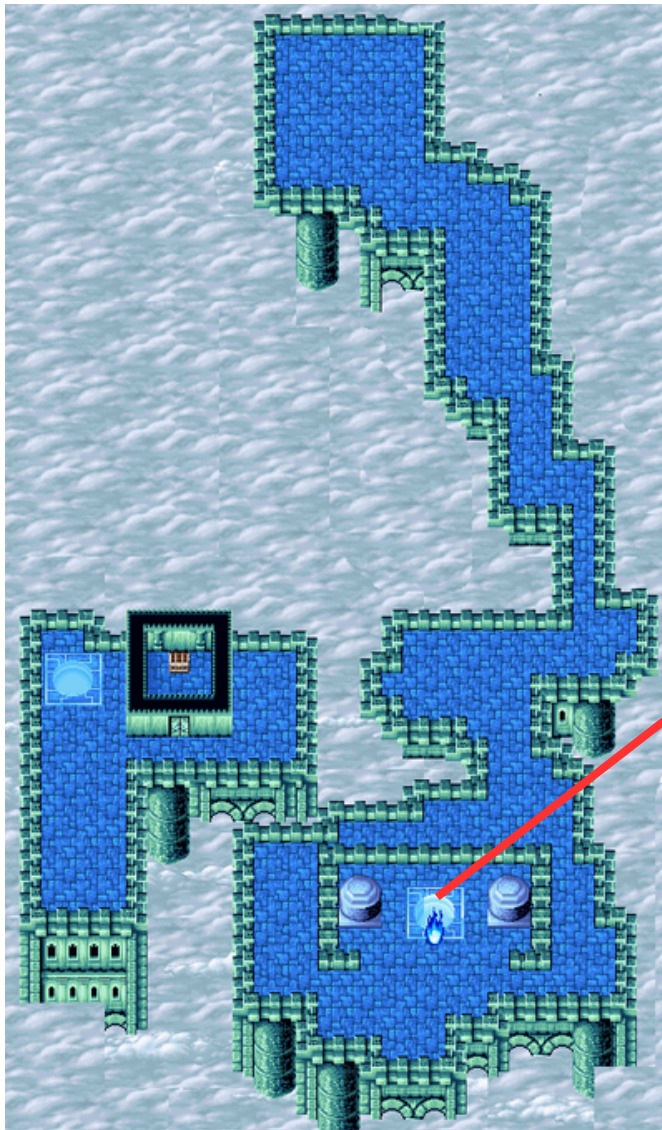
## Floor 30 Boss



### Phantom Train

This boss is actually considered undead, so it is weak to Dia spells. Will use **ACID RAIN** to deal damage every turn.





Death Gaze  
Reward: Lightbringer

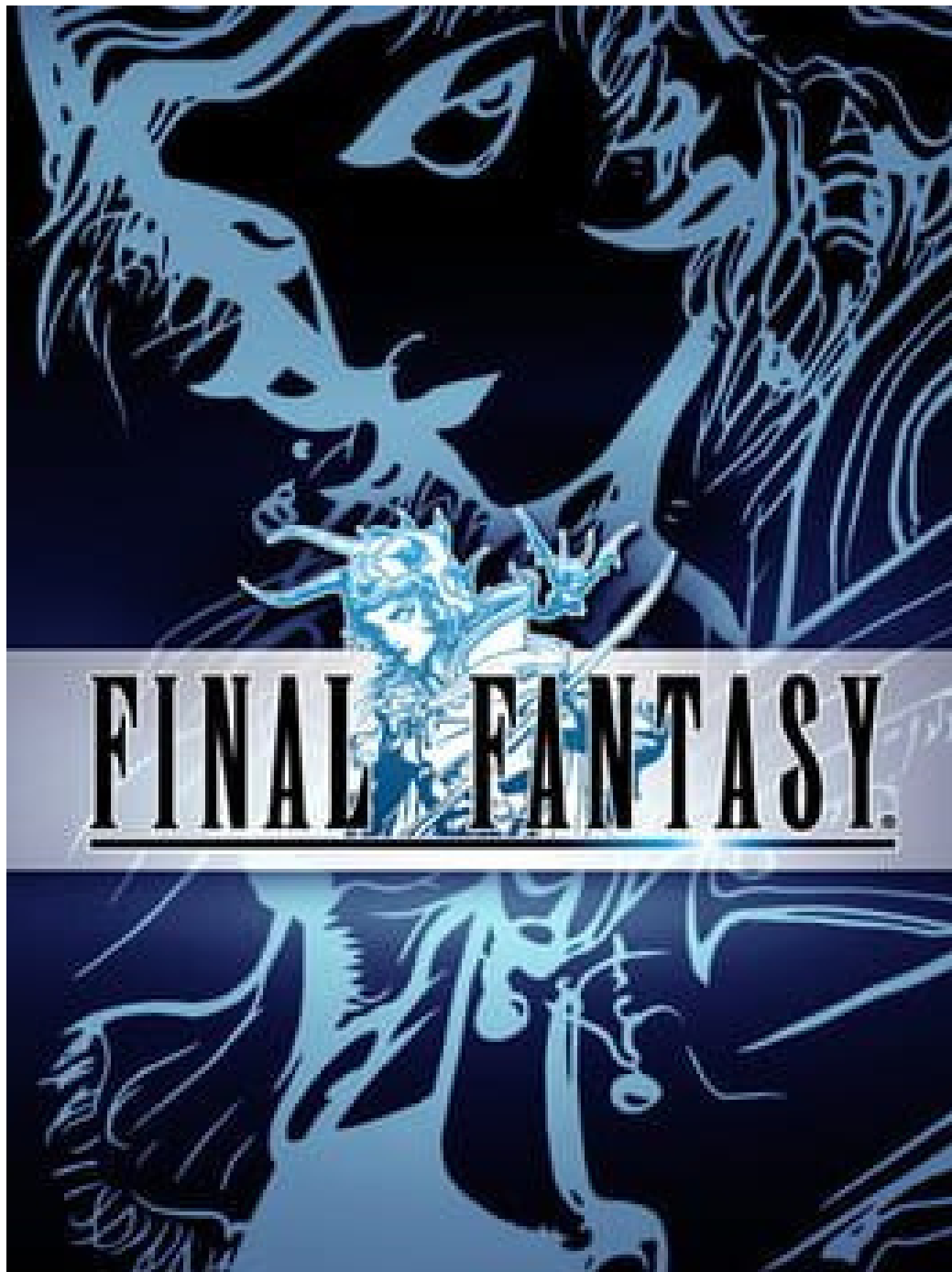
## Floor 40 Boss



### Death Gaze

The final boss in Soul of Chaos uses both the **DEATH** and **KILL** spells, as well as **DISPEL**.

# Labyrinth of Time





In 2007 a PlayStation Portable port of Final Fantasy with enhanced graphics and music was released as part of the Final Fantasy 20th Anniversary commemorative event. Not only did it include the four bonus dungeons originally added to the Dawn of Souls release but it also further expanded the game with an entirely new super-dungeon, the **Labyrinth of Time**.

It consists of various floors, each containing a puzzle that must be solved in time to proceed. If the player fails to solve the puzzle in time, a dense fog will invade the area, sapping the party's HP and increasing the encounter rate, and the player will unlock the red seal of the floor when completing the puzzle, which is a sign of failure. Solving the puzzle in time unlocks the floor's blue seal; either way, a passage to the next floor becomes available. Stages become available in a semi-random fashion on each playthrough.

In the deepest floor the player will face superboss **Chronodia, Master of Time**. Chronodia's strength depends on the number of blue and red seals the player amassed. The more red seals unlocked, the weaker Chronodia will be, and the more blue seals unlocked, the stronger Chronodia will be. There are eight different versions of Chronodia with each version dropping a unique piece of equipment upon being defeated. After completing the dungeon and defeating Chronodia for the first time, the player will unlock the Time Chamber, which can be selected from the game's main menu and allows the player to replay any floor they have unlocked the blue seal.

The Labyrinth of Time is located in the Chaos Shrine and can be visited after defeating all four Fiends for the first time. The player must visit Cornelia first and speak to the mysterious man in the center of the town, then head for the Shrine where the party will observe the man entering a hidden room that serves as the entrance to the Labyrinth.

# Floors

The floors of the Labyrinth of Time are randomly selected from among six floor types, each type containing between three to seven different floors. Which floor type the player comes across upon entering a new floor depends on which floor type the previous floor belonged to and which seal the player unlocked.

- **Modern Maze:** The first floor is always a Modern Maze floor. If you open the red seal on the first floor, the second floor will be another Modern Maze floor, and if you open the red seal on that floor, the third floor will be the third Modern Maze floor.
- **Medieval Dungeon:** Open the blue seal on the first challenge to encounter Medieval Dungeon. Open more blue seals to encounter more Medieval Dungeon floors (up to three of them).
- **Ancient Catacomb:** Open red seals on the first three floors to encounter Ancient Catacomb. Open the red seal on the first Ancient Catacomb challenge to encounter a second one on the next floor. Other combinations on the first 2-3 floors, such as blue then red, also work.
- **Primeval Pit:** Open red seals on the first few challenges to encounter Primeval Pit. Opening red seals on Primeval Pit levels will often lead to another Primeval Pit. You don't have to open only red seals at first to get Primeval Pit levels later, but open mostly red seals.
- **Original Chaos:** Open a few blue seals on your way through the Labyrinth and you'll see Original Chaos towards the end.
- **Netherworld Crypt:** Open all or mostly blue seals on your way through the Labyrinth and the final floor(s) you encounter before Chronodia will be Netherworld Crypt floors.

# The Light of Time

Before entering a floor, the Light of Time allows the player to trade abilities for time. The maximum number of abilities to surrender (and their nature) depends on the floor to be entered. After the transaction is done, the player will enter the floor, which contains a puzzle. The black-caped man may randomly appear as the player enters the area, and offer a random service, such as giving an item, giving more time, allowing the player to leave the dungeon, or even removing any random encounters from the floor, including after the miasma has appeared. It is compulsory to solve the puzzle to proceed deeper in the Labyrinth. All of the puzzle areas, with one exception, lack random encounters.

<b>No Fight Command</b>	<b>Fight command is disabled</b>
<b>No White Magic Command</b>	<b>Cannot use White Magic</b>
<b>No Item Command</b>	<b>Cannot use Items</b>
<b>No Attack Items</b>	<b>Cannot use Attack Items</b>
<b>No Dash Ability</b>	<b>The auto-dash ability is disabled</b>
<b>Defense Halved</b>	<b>Party's Defense is reduced</b>
<b>Evasion Halved</b>	<b>Party's Evasion is reduced</b>

<b>No Magic Command</b>	<b>Cannot use Magic</b>
<b>No Black Magic Command</b>	<b>Cannot use Balck Magic</b>
<b>No Recovery Items</b>	<b>Cannot use Recovery Items</b>
<b>No Flee Command</b>	<b>Cennot flee from battles</b>
<b>Attack Halved</b>	<b>Party's Attack is reduced</b>
<b>Accuracy Halved</b>	<b>Party's Accuracy is reduced</b>
<b>Intelligence Halved</b>	<b>Party's Intelligence is reduced</b>

# The Inner Sanctum

On occasion, upon completing a floor, the player will not be sent to the next floor right away. Instead, they will arrive at an intermediate floor called the Inner Sanctum, which contains a healing pot that lets the party fully recover HP, MP and remove status ailments, a blue portal that leads to the next floor, and a red portal that allows the player to leave the Labyrinth of Time. This is the only time (except for the black-caped man who might give the opportunity) the player can leave. Otherwise, Chronodia has to be defeated to avoid getting a Game Over.

# The Hooded Man

Occasionally upon entering the challenge proper, the hooded figure will appear and offer you a present. The present can be one of four things:

- An item such as a Potion.
- An additional 2:00 or 3:00 on the timer.
- The removal of all random encounters from the floor. This even removes encounters after the miasma has appeared. You will still fight any forced encounters on a floor, however.
- The opportunity to leave the Labyrinth. This is one of only two ways that you can leave the Labyrinth without defeating Chronodia. Not that you do not have to leave here; you can continue on.



# Modern Maze I - Faerie's Frolic



Watch the first faerie closely, and memorize its movements. When it leaves, five will appear. You must choose the first faerie based solely on how it moved. If you get it wrong, they will scurry off, and shuffle before returning for another chance.



# Modern Maze II - Faerie's Farce



There is a total of 9 chests, but only one has the key to break the seal. There are seven faeries in the area, that can provide hints as to which it is, but you should be warned that one of them is lying. Speak first to all the faeries, determine which of them contradicts the others, and find the chest. If you get it wrong, the remaining time is cut in half.



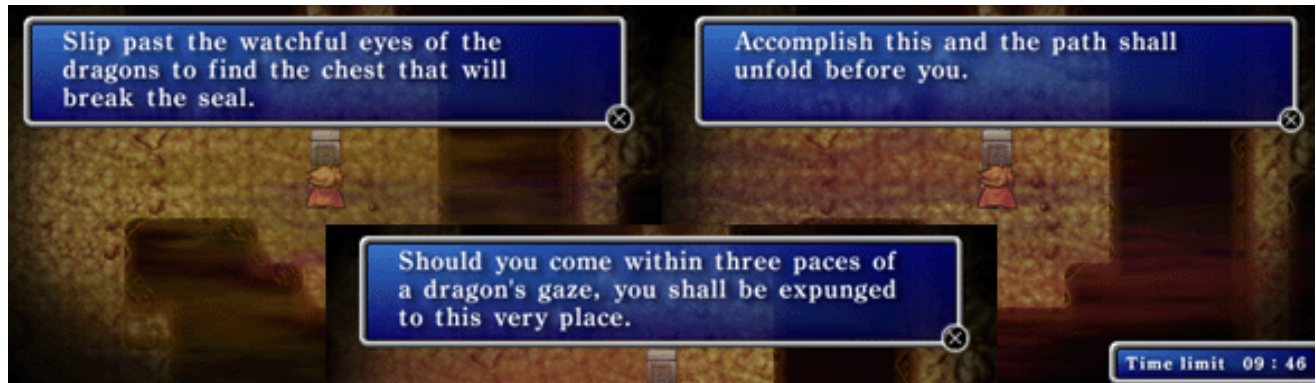
# Modern Maze III - Neat and Tidy



The goal here is to place the stones in the open spots on the north wall. Any time a stone comes in contact with a robot, the stone is destroyed. Speaking with the robot at any time will reset the stones for you. Stones that have been correctly placed will remain where they are.



# Medieval Dungeon I - The Guardian



The key is hidden in one of three chests in the area, guarded by dragons. These dragons move in a set pattern, though there is a bit of variance in their timing. You cannot be seen by one of these dragons, or you will be teleported back to the beginning. You need to try and get past them quickly, while their backs are turned.





# Medieval Dungeon II - Path of Light



Watch the light travel its path, and follow it exactly. If you make a mis-step, the light will reappear and go along its path again. If you reset the puzzle, the path will be different



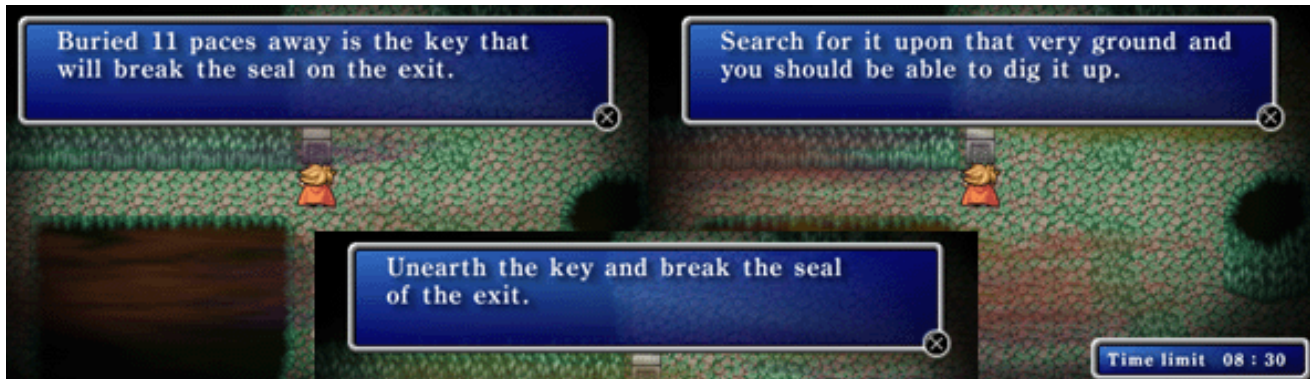
# Medieval Dungeon III - Labyrinth of Darkness



Light the candles to make seeing easier for you. If candles go out, the light will shrink to nothing. The chest never moves in this puzzle, so if you know the way just get to it already!



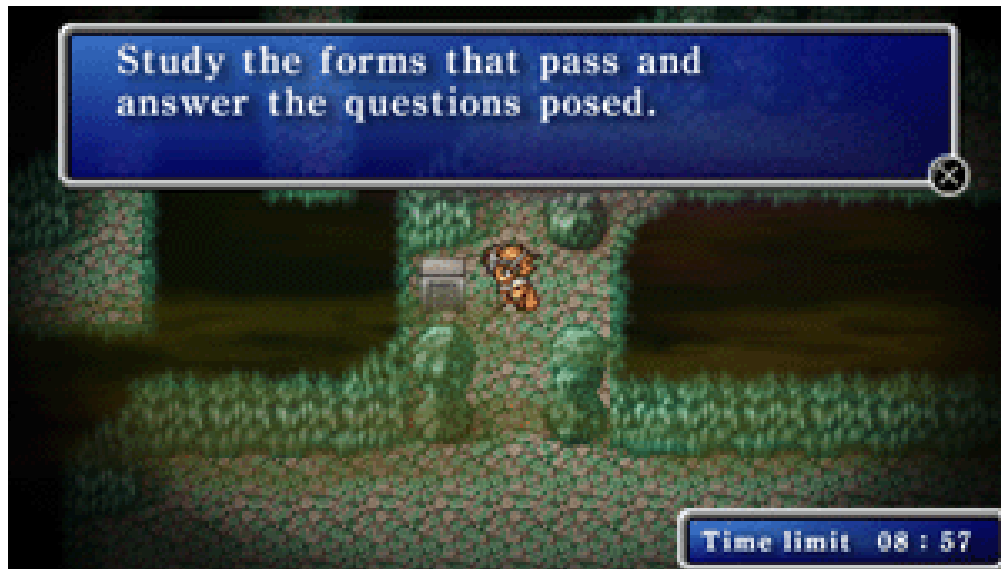
# Medieval Dungeon IV - Scavenger Hunt



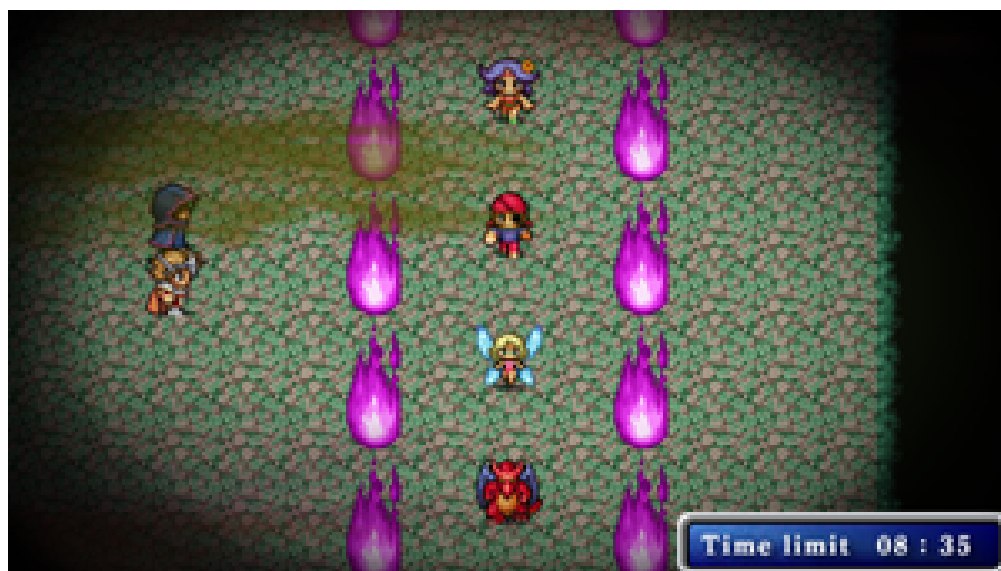
Once the tablet gives you the distance to the buried key, use single taps on the controller to move. This will allow you to keep count of your steps easier. If the wrong spot is chosen, you might get into an enemy encounter. After the battle, the game provides an update to the new distance.



# Medieval Dungeon V - March of Souls



Speak to the cloaked figure, and a series of previously seen enemies will march down between the pillars of fire. After they have completed their march, the cloaked figure will ask 3 multiple choice questions. You must answer them all correctly, or he will march a different set of characters down, and ask different questions.





# Medieval Dungeon VI - The Bat Cave



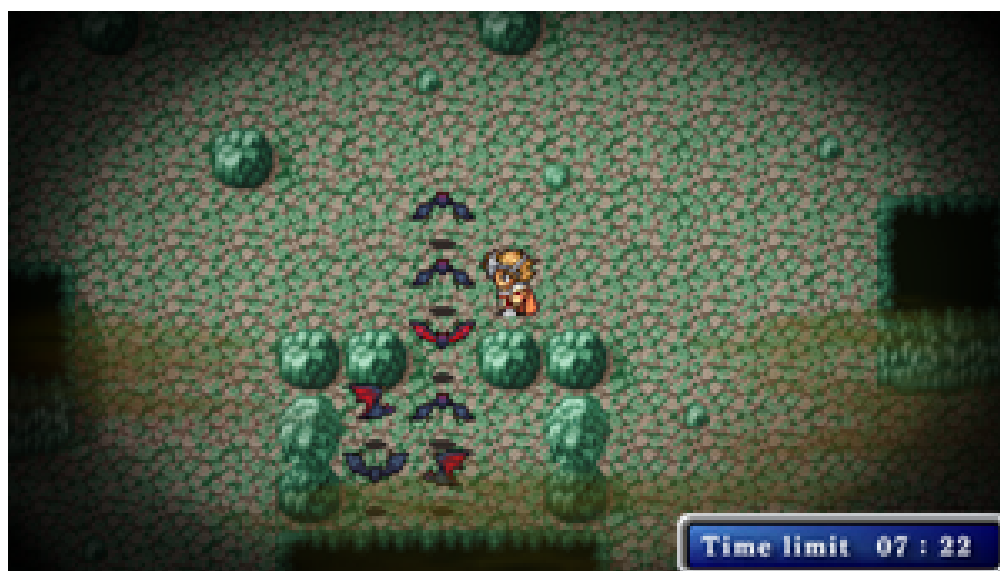
Simply walk through and take note of how many bats there are. And this also includes taking note of how many are moving, and how many are not moving. Answer the figures question at the end to break the seal.



# Ancient Catacomb I - Bat-a-bing!



In this puzzle, you must corral the bats into the center area. Standing at the entrance, use the "Bat's Logic" (Bats turn right when they hit something) in order to backtrack through the path the bats need to follow to get into the center area.



# Ancient Catacomb II - Trial by Fire



Each candle you interact with will turn off/on all of the candles immediately around it. The goal...get all of the candles lit at the same time. There is a random number of candles burning when the trial begins. The key to winning is lighting the most candles with the least amount of touches.



# Ancient Catacomb III - Fire Drill



Light the correct candles in the 4x4 grid. The tablets will provide clues as to which to light to continue. Begin by reading the tablets to determine how many you must light. If the tablet says light them all, do so immediately. If it says to light three candles, hit the center pair. This becomes a very tricky trial if it asks to light alternating candles, and that just has to be a lot of trial and error to get through.





# Ancient Catacomb IV - Specter Inspector



Several specters will appear and walk off the top of the screen. When they come back you must guess which one is different among them from when they first appeared. This goes on for 5 rounds. At first it's only which character is completely different then it moves on to the direction they're facing. If you guess right you progress to the next round. If you guess wrong you have to fight a battle that could be tough depending on what abilities you sacrificed.



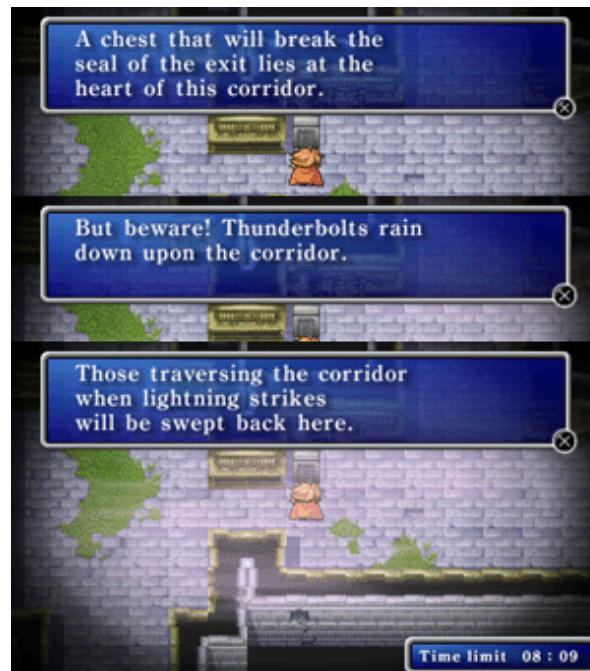
# Primeval Pit I - Beat the Heat



You must walk over a bridge and pass through each of the points of light along the way to pass this challenge. The catch is that as soon as you step on a tile it will disappear a split-second later. You must walk quickly across the tiles to the lights along a single path and make it to the other side. If you fall in the magma you'll need to start over again.



# Primeval Pit II - Thunder Alley



Make your way to the center of the maze to find the chest with the light in it. However, whenever the screen flashes it means that lightning will strike you after you take your next 5 steps. Stand near a lightning rod to remain safe from the lightning, otherwise you will be brought back to the beginning of the maze.



# Primeval Pit III - Mechanical Madness



Push the robots out of the way by talking to them and figure out a way through the maze. If you get stuck talk to the red robot to reset the maze.





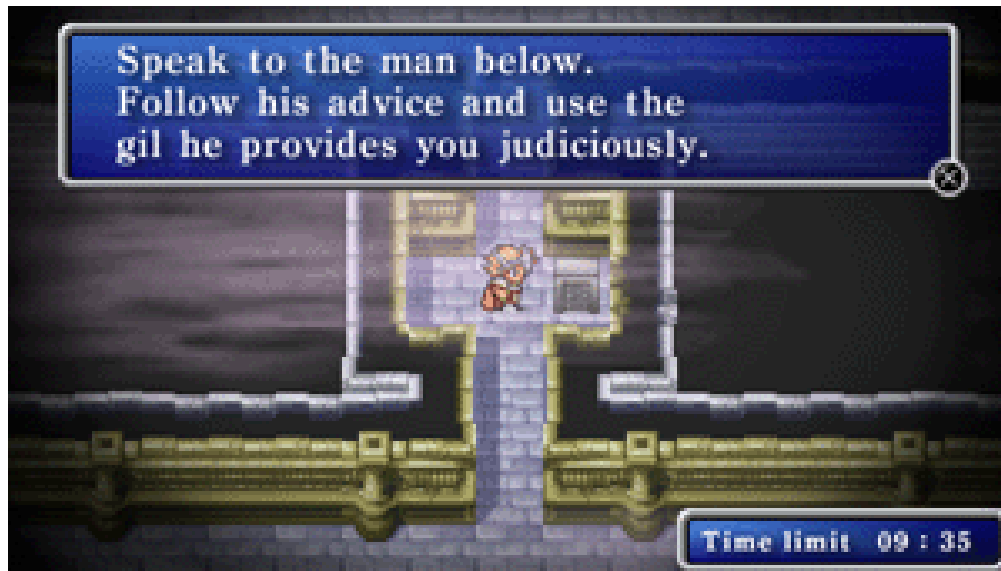
# Primeval Pit IV - Stone Trap



Press the wall switches to make specific rocks disappear and clear your path. However, rocks will only disappear for 10 steps from when you pressed the switch. You must figure out the correct sequence of switches to get to the exit. To add a little more temptation to the labyrinth there are treasure chests scattered throughout the maze that contain some stat enhancing items as well as recovery items



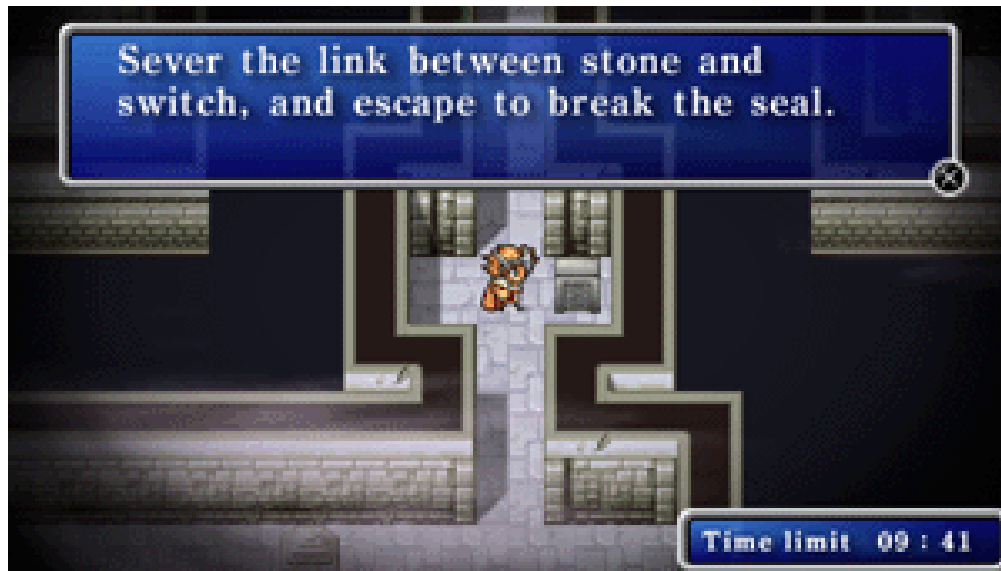
# Primeval Pit V - Flower Sale



You are given a specific amount of Gil to spend and must spend the exact amount to pass the challenge. To spend the Gil you must buy Flowers from the various characters walking around the area.



# Primeval Pit VI - Breakout



Press the floor switches to make specific rocks disappear and find a way through the puzzle. Each switch makes certain rocks disappear/re-appear, and some even affect rocks further along in the maze.



# Primeval Pit VII - Mirror Image



You must mimic the robot's movements around the square. There are 4 rounds of this, each increasingly harder and longer. If you mess up you only have to restart the current round.





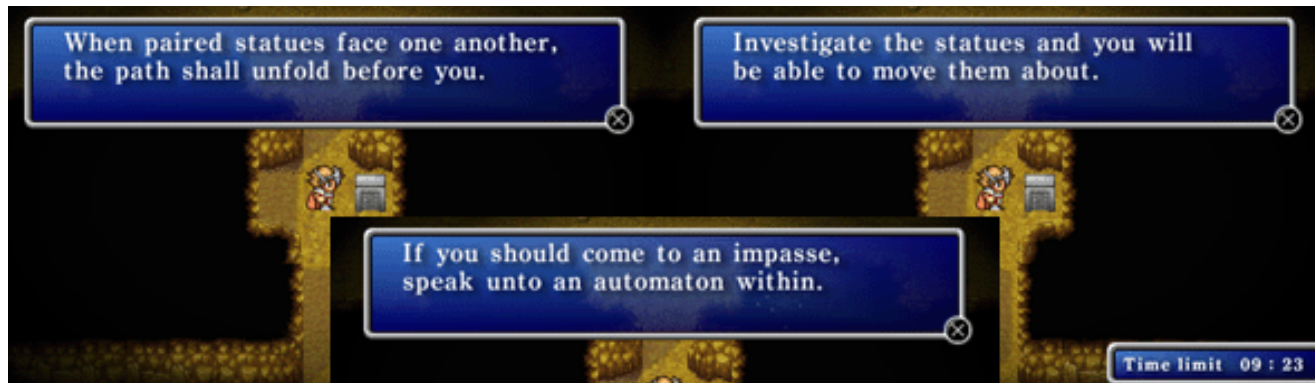
# Original Chaos I - Marching Orders



You must march in time with a group of soldiers. Go to the empty spot and move when they do and stop when they do too. They move all the way to the right first (stopping once or twice) and then all the way to the left (stopping many times). If you touch another soldier or move when they're stopped you fail and need to start all over again.



# Original Chaos II - Twin Statues



4 sets of statues are present in the room. You can interact with the statues by either turning them or pushing them. You must make each set of matching statues face and push them up next to each other in order to make them disappear. Once they're all gone you'll pass the Challenge. If you get a statue stuck you can talk to one of the robots to reset their position.



# Original Chaos III - Note for Note



Eight coloured buttons will play and you need to walk over them afterwards in the same order they played. There are 3 rounds to this Challenge. A classic memory game.



# Original Chaos IV - The Path to Peace



A robot will try to find the chest with the "light" inside it. Despite what the tablet says you don't actually lead the robot to the light, instead it follows a pre-determined path and you must clear it for the robot before it reaches an obstacle. Obstacles include push blocks and dragon characters. You must move the push blocks out of the way along the robot's path and defeat the dragons (by 'talking' to them to initiate a battle).





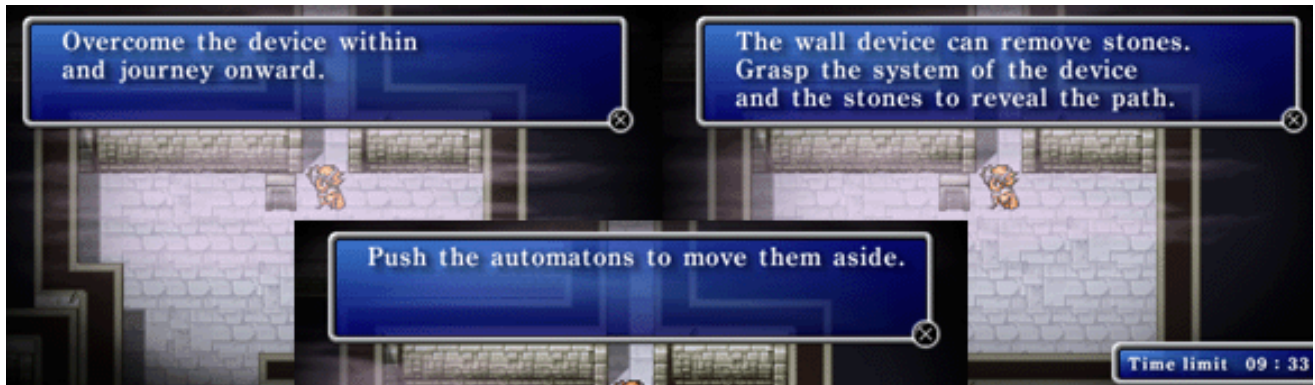
# Original Chaos V - Slay or be Slain



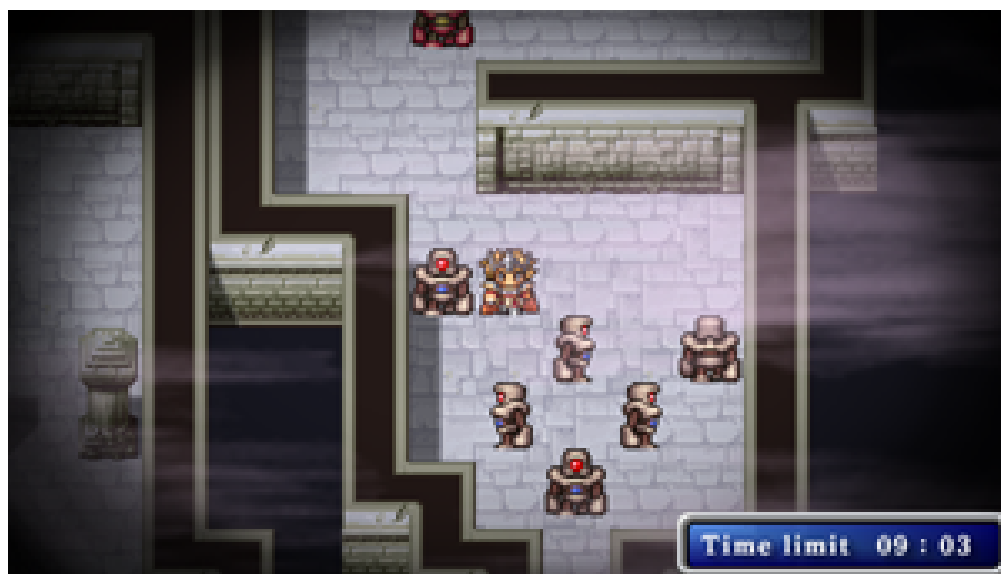
Kill the specific type and number of dragons. There are three determining attributes: number of horns (none, 2, or 4), length of tail (short or long), and length of wings (short or long). You must complete 3 rounds to beat the Challenge. Note that fleeing from a battle with one of the wrong dragons will still count as "hurting it" and cause you to fail.



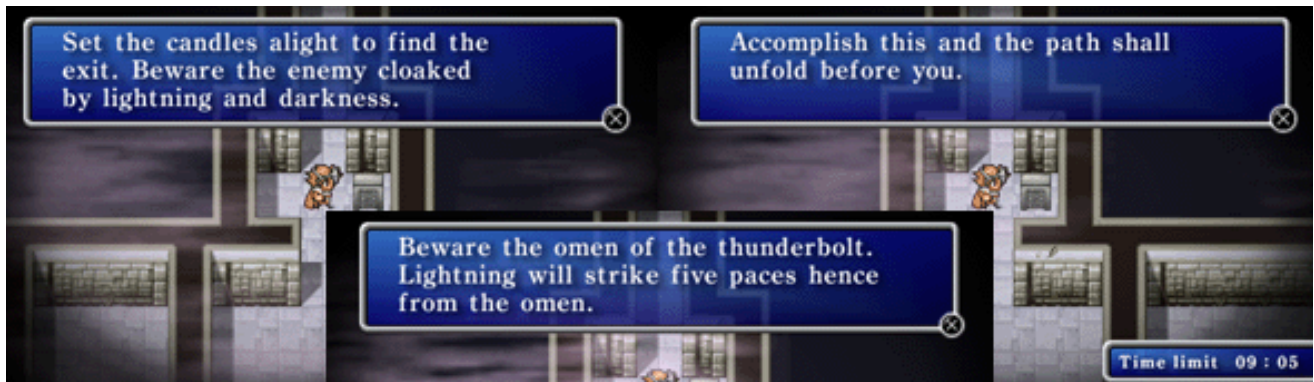
# Original Chaos VI - Labyrinth of Trials



Make your way to the end of a complex puzzle maze. Along the way you'll have to push robots the correct direction, press a button to remove a force field, and press wall switches to make rocks temporarily disappear, all in order to proceed to the end. To top it all off you will be attacked by random monsters in this Challenge, regardless of your time.



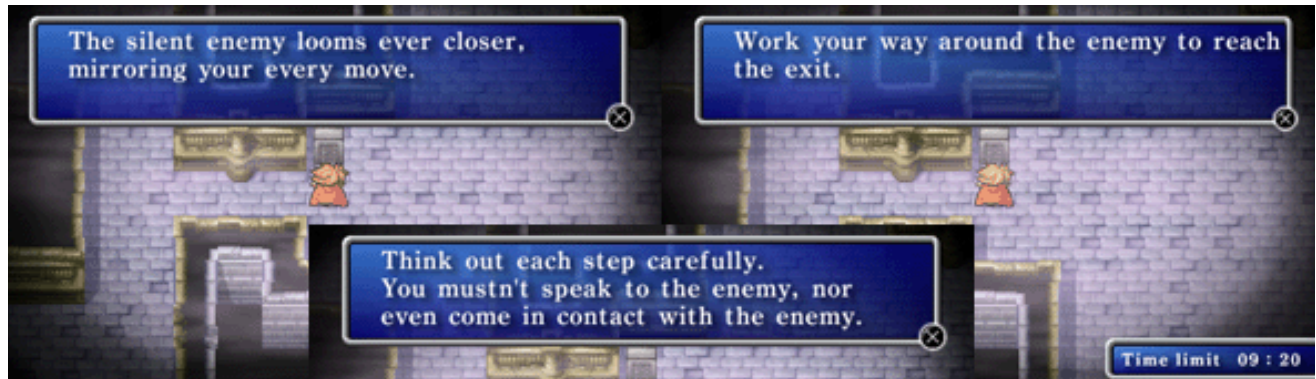
# Netherworld Crypt I - Labyrinth of Disasters



Walk around a dark room lighting candles and avoiding robots. Touching the robots will make you fight a Warmech. Lighting the candles will make the circle of light around you grow bigger. The candles will go out over time as well. Once you've lit enough candles you will be able to exit the room and break the Seal. To complicate things even more you will often see a flash on the screen, which means 5 of your steps later you will be struck by lightning, sending you back to the start of the maze. The way to avoid this is to stay near a lightning rod when the lightning strikes, which will save you.



# Netherworld Crypt II - Step by Step

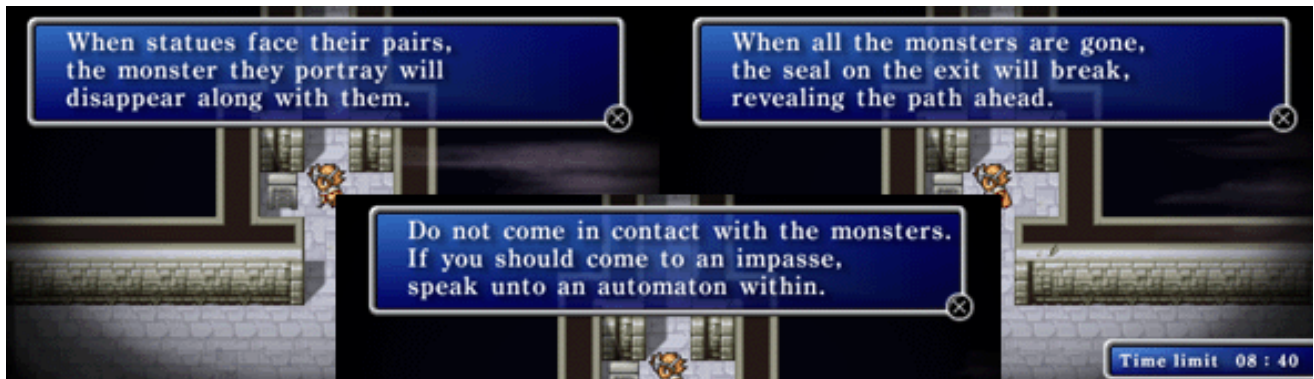


Travel from one side of the room all the way to the other side. The only problem is that the room is full of robots that move as you move, and if you touch one you'll enter into a tough battle with a Warmech.





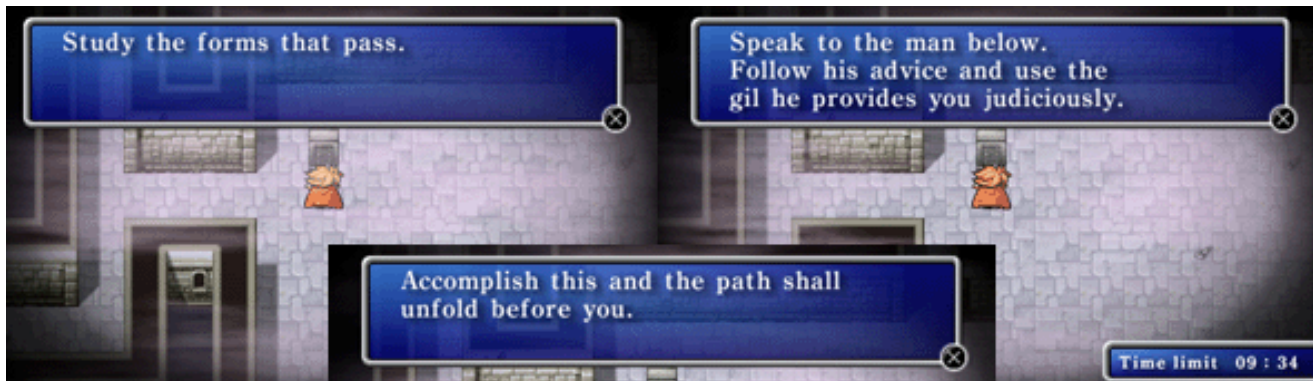
# Netherworld Crypt III - Tricky Statues



Similar to the "Twin Statues", except this time there are monsters walking around the area too. However, the trick is that the monsters only move when you move. If you touch a monster you will have to fight a "tough" battle. Touch each set of statues together and facing each other to make them disappear (along with all monsters that match that statue type). There are 3 sets of statues.



# Netherworld Crypt IV- Traveling Salesman



A parade of characters walk by and then you are given an "allowance" of Gil to buy flowers from the ones that walked by. You must spend all the Gil, no more and no less. When you talk to the characters that walked by they will offer to sell you flowers, which is how you spend your Gil. However, one of the characters offering to sell you flowers did not walk by and buying their flowers will cause you to be short Gil. Also, there are many other characters walking around the area that did not walk by, talking to one of them will make you fight a battle against a single Revenant



# Space in Time

After completing the last challenge in any run through and exiting the floor, you will be transported to the Space in Time area where **Chronodia** awaits. On this level are two pots, either of which will revive any dead party members, heal the party's HP and MP to full and cure all status ailments. There are **eight different versions of Chronodia** to fight, depending on how many blue and red seals the player has unlocked, with more blue seals leading to more powerful versions and more red seals leading to weaker versions.

Version 1	* * * * *	Maximillian
Version 2	* * * * *	Lust Dagger
Version 3	* * * * *	Golden Staff
Version 4	* * * * *	Master Shield
Version 5	* * * * *	Shadow Mask
Version 6	* * * * *	Lordly Robe
Version 7	* * * * *	Survival Vest
Version 8	* * * * *	Barbarian Sword

# Chronodia

Chronodia has mastery of Time magic and possesses all spells related to it. Every version of her has the following abilities:

- **Seal** — Locks a command. Only one command can be locked at a time. Chronodia uses this ability every fifth turn. Wears off in 4 turns.
- **Haste** — Increases Chronodia's number of attacks.
- **Slow** — May reduce the number of attacks of the entire party.
- **Stop** — May inflict **paralysis** on the party.
- **Warp** — May inflict **KO** on the entire party.

Her remaining spells and enemy abilities use a different subset of the following attacks, depending on which of the fiends she has infused:

**Lich** grants Chronodia high-level spells:

- **Blizzaga** — Ice damage to the party.
- **Flare** — Non-elemental damage to the party.
- **Kill** — Inflicts **KO** on a single party member.

**Marilith** grants her powerful fire-element magic:

- **Firaga** — Fire damage to the party.

**Kraken** grants his signature ability:

- **Ink** — May inflict **darkness** on the party.

**Tiamat** grants her elemental dragon breaths:

- **Thundaga** — Lightning damage to the party.
- **Blaze** - Fire damage to the party.
- **Thunderbolt** — Lightning damage to the party.
- **Icestorm** — Ice damage to the party.
- **Poison Gas** — Poison damage to the party.





Version 1

Version 2





Version 3

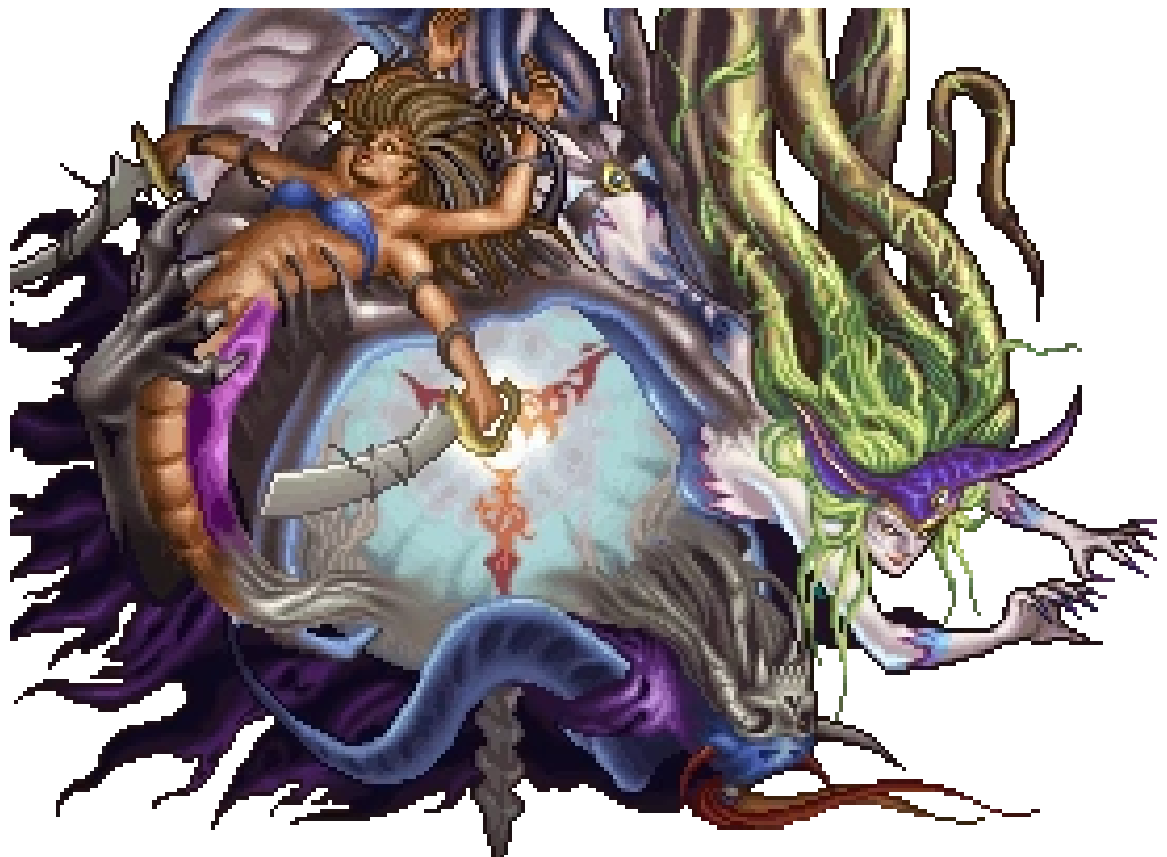
Version 4





Version 5

Version 6





Version 7

Version 8





# Updated Visuals

## Classes

	Warrior
	Thief
	Monk
	White Mage
	Black Mage
	Red Mage

	Knight
	Ninja
	Master
	White Wizard
	Black Wizard
	Red Wizard

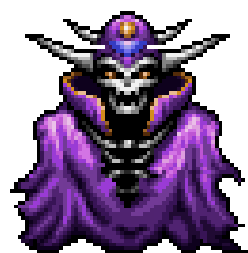
## Characters

	King of Cornelia
	Princess Sarah
	Garland
	Bikke
	Prince of Elfheim
	Astos

	Matoya
	Vampire
	Nerrick
	Lukahn
	Sadda
	Dr. Unne



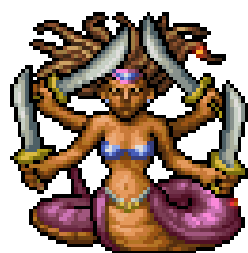
**Bahamut**



**Lich**



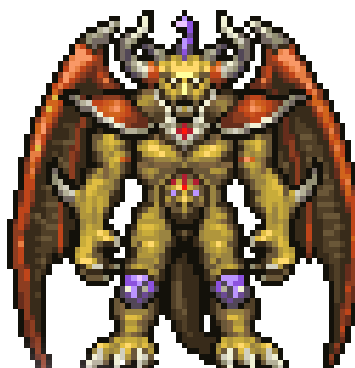
**Kraken**



**Marilith**









**Tiamat**







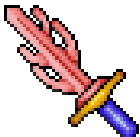

**Chaos**

# Weapons




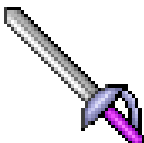


	<b>Fist</b>
	<b>Knife</b>
	<b>Dagger</b>
	<b>Mythril Knife</b>
	<b>Cat Claws</b>
	<b>Mage Masher</b>





	<b>Gladius</b>
	<b>Orichalcum</b>
	<b>Assassin Dagger</b>
	<b>Lust Dagger</b>
	<b>Rapier</b>
	<b>Saber</b>



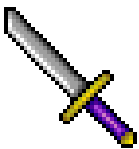
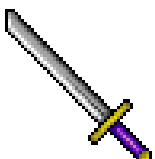
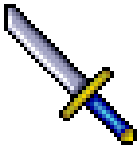



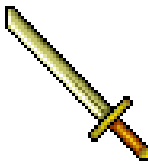





	<b>Broadsword</b>
	<b>Werebuster</b>
	<b>Rune Blade</b>
	<b>Wyrmkiller</b>
	<b>Coral Sword</b>
	<b>Longsword</b>

	<b>Great Sword</b>
	<b>Razer</b>
	<b>Mythril Sword</b>
	<b>Vorpall Sword</b>
	<b>Flame Sword</b>
	<b>Ice Brand</b>

	<b>Defender</b>
	<b>Sun Blade</b>
	<b>Excalibur</b>
	<b>Duel Rapier</b>
	<b>Enhancer</b>
	<b>Braveheart</b>

	<b>Deathbringer</b>
	<b>Dark Claymore</b>
	<b>Lightbringer</b>
	<b>Ragnarok</b>
	<b>Ultima Weapon</b>
	<b>Barbarian's Sword</b>


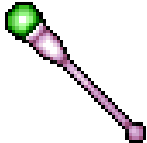
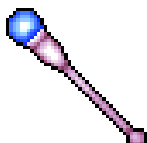



	<b>Scimitar</b>
	<b>Falchion</b>
	<b>Sasuke's Blade</b>
	<b>Masamune</b>
	<b>Kotetsu</b>
	<b>Asura</b>

	<b>Kikuichimonji</b>
	<b>Murasame</b>
	<b>Nunchaku</b>
	<b>Iron Nunchaku</b>
	<b>Battle Axe</b>
	<b>Great Axe</b>

	<b>Mythril Axe</b>
	<b>Light Axe</b>
	<b>Viking Axe</b>
	<b>Ogrekiller</b>
	<b>Rune Axe</b>
	<b>Gigantaxe</b>

	<b>Hammer</b>
	<b>Mythril Hammer</b>
	<b>Thor's Hammer</b>
	<b>War Hammer</b>
	<b>Staff</b>
	<b>Power Staff</b>





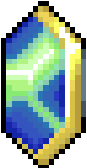



	<b>Crosier</b>
	<b>Healing Staff</b>
	<b>Mage's Staff</b>
	<b>Wizard's Staff</b>
	<b>Sage's Staff</b>
	<b>Judgment Staff</b>

	<b>Rune Staff</b>
	<b>Golden Staff</b>

# Shields

	<b>Leather Shield</b>
	<b>Buckler</b>
	<b>Iron Shield</b>
	<b>Mythril Shield</b>
	<b>Flame Shield</b>
	<b>Ice Shield</b>

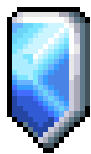
	<b>Diamond Shield</b>
	<b>Aegis Shield</b>
	<b>Protect Cloak</b>
	<b>Genji Shield</b>
	<b>Crystal Shield</b>
	<b>Hero's Shield</b>



**Zephyr  
Cape**















**Elven  
Cloak**









**Master  
Shield**







## Enemies

	Abyss Worm
	Air Elemental
	Allosaurus
	Anaconda
	Ankheg
	Baretta

	Basilisk
	Bigeye
	Black Dragon
	Black Flan
	Black Goblin
	Black Knight















	<b>Black Widow</b>
	<b>Blood Tiger</b>
	<b>Bloodbones</b>
	<b>Bloody Eye</b>
	<b>Blue Dragon</b>
	<b>Blue Troll</b>

	<b>Bonesnatch</b>
	<b>Buccaneer</b>
	<b>Catoblepas</b>
	<b>Chimera</b>
	<b>Clay Golem</b>
	<b>Cobra</b>

	Cockatrice
	Crawler
	Crazy Horse
	Crocodile
	Dark Elemental
	Dark Eye

	Dark Fighter
	Dark Wizard
	Dark Wolf
	Death Elemental
	Death Eye
	Death Knight

	<b>Death Manticore</b>
	<b>Deepeyes</b>
	<b>Desert Baretta</b>
	<b>Desertpede</b>
	<b>Devil Hound</b>
	<b>Devil Wizard</b>

	<b>Dragon Zombie</b>
	<b>Duel Knight</b>
	<b>Earth Elemental</b>
	<b>Earth Medusa</b>
	<b>Earth Plant</b>
	<b>Earth Troll</b>

	<b>Elm Gigas</b>
	<b>Evil Eye</b>
	<b>Fire Elemental</b>
	<b>Fire Gigas</b>
	<b>Fire Hydra</b>
	<b>Fire Lizard</b>

	<b>Flare Gigas</b>
	<b>Flood Gigas</b>
	<b>Gargoyle</b>
	<b>Ghast</b>
	<b>Ghost</b>
	<b>Ghoul</b>





**Gigas  
Worm**



**Gloom  
Widow**



**Goblin**



**Goblin  
Guard**



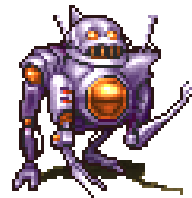
**Gray  
Ooze**



**Green  
Dragon**



**Green  
Slime**



**Guardian**



**Hellhound**



**Hill  
Gigas**



**Holy  
Dragon**



**Horned  
Devil**



**Hundlegs**



**Hydra**



**Hyenadon**



**Ice Gigas**



**Iron Golem**



**Killer Shark**



**King Mummy**



**Knocker**



**Lava Worm**









**Lesser Tiger**







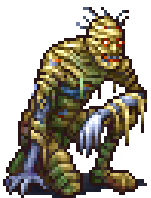


**Lizard**




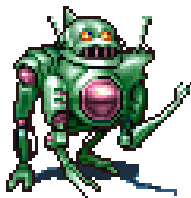




**Mad Ogre**

	<b>Mage Chimera</b>
	<b>Manticore</b>
	<b>Medusa</b>
	<b>Mindflayer</b>
	<b>Minotaur</b>
	<b>Minotaur Zombie</b>

	<b>Mummy</b>
	<b>Mythril Golem</b>
	<b>Neochu</b>
	<b>Nightmare</b>
	<b>Ochre Jelly</b>
	<b>Ochu</b>







	Ogre
	Ogre Chief
	Ogre Mage
	Pharaoh
	Piranha
	Pirate

	Piscodemon
	Poison Eagle
	Poison Naga
	Prototype
	Purple Worm
	Pyrolisk



	Python
	Rakshasa
	Reaper
	Red Dragon
	Red Flan
	Red Piranha

	Remorazz
	Revenant
	Rhyos
	Rock Gargoyle
	Sabertooth
	Sahagin

	<b>Sahagin Chief</b>
	<b>Sahagin Prince</b>
	<b>Sahagin Queen</b>
	<b>Sand Worm</b>
	<b>Scorpion</b>
	<b>Sea Scorpion</b>

	<b>Sea Snake</b>
	<b>Sea Troll</b>
	<b>Sekhret</b>
	<b>Shadow</b>
	<b>Shark</b>
	<b>Silver Dragon</b>



**Skeleton**



**Skuldier**



**Soldier**



**Specter**



**Sphinx**



**Spirit  
Naga**



**Squidraken**



**Stone  
Golem**



**Tarantula**



**Troll**









**Tyrannosaur**



**Undergrounder**

	Unicorn
	Vampire Lord
	Warg Wolf
	Warmech
	Water Elemental
	Water Naga

	Weretiger
	Werewolf
	White Croc
	White Dragon
	White Shark
	Wight



	<b>Wild Nakk</b>
	<b>Winter Wolf</b>
	<b>Wolf</b>
	<b>Wraith</b>
	<b>Wurm</b>
	<b>Wyvern</b>

	<b>Yamatano Orochi</b>
	<b>Yellow Dragon</b>
	<b>Yellow Ogre</b>
	<b>Zombie</b>

Garland



Astos



Vampire



Lich

Marilith



Kraken



Tiamat

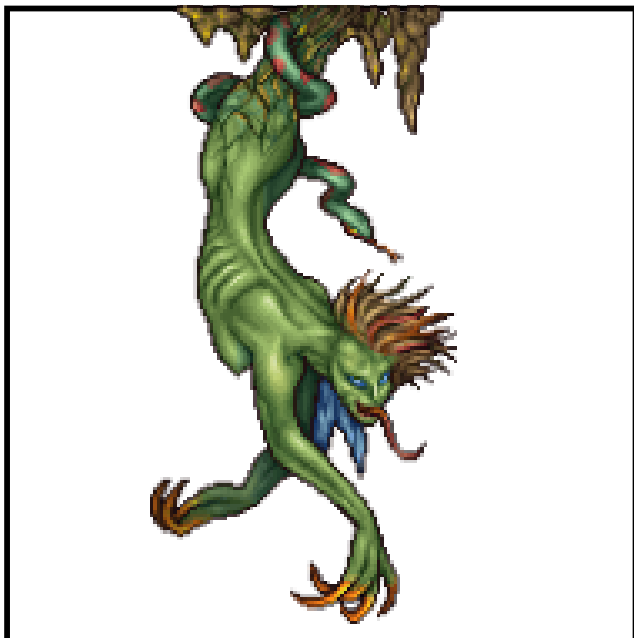


Chaos

Ahriman



Cerberus



Echidna



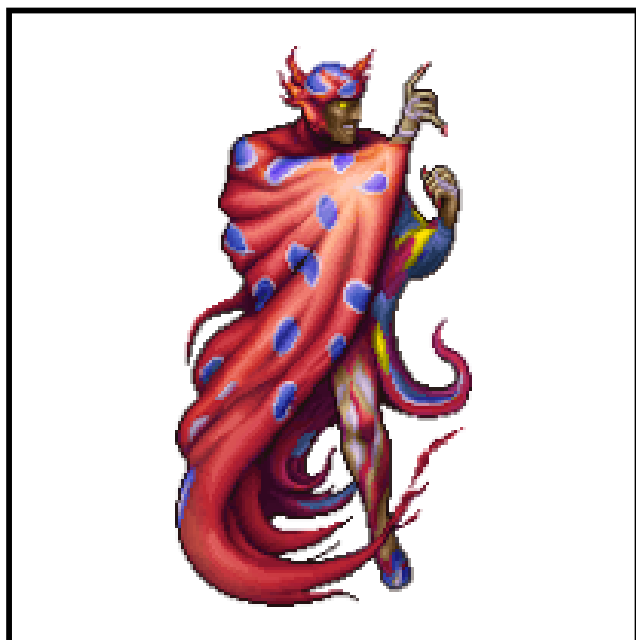
Two-Headed Dragon



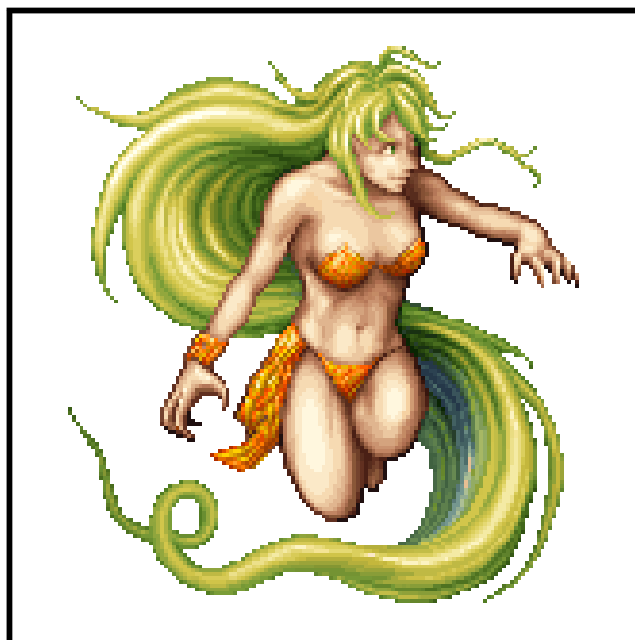
Scarmiglione



Cagnazzo



Rubicante

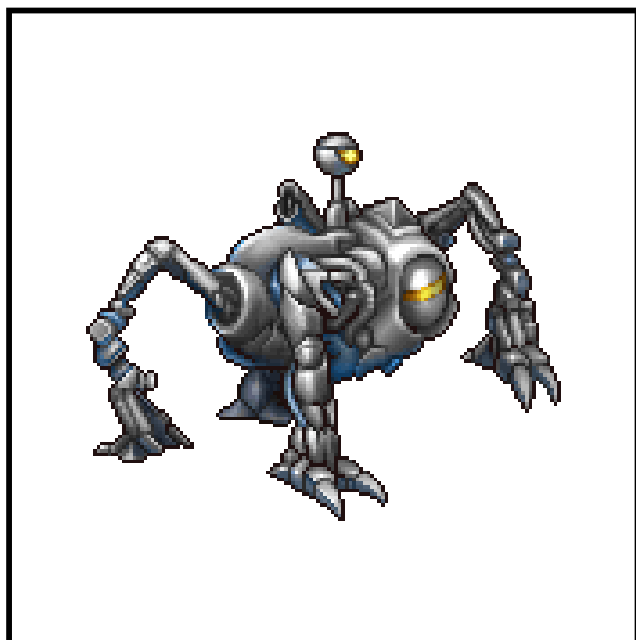


Barbariccia

Gilgamesh



Atomos



Omega

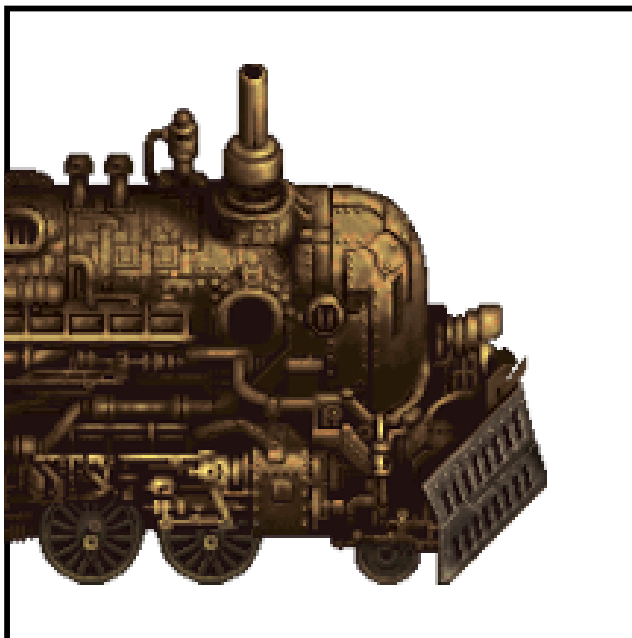
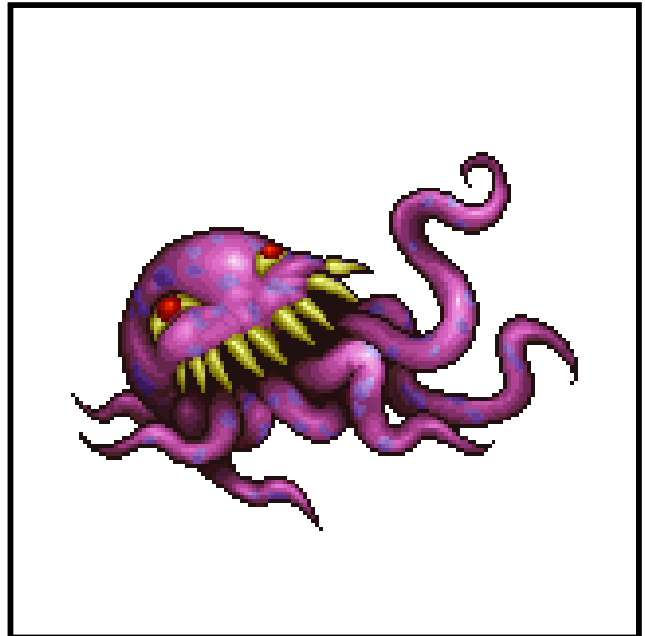


Shinryu

Typhon



Orthros



Phantom Train



Death Gaze

# Spells

Fire



Fira



Firaga



Blizzard



Blizzara



Blizzaga



Thunder



Thundara

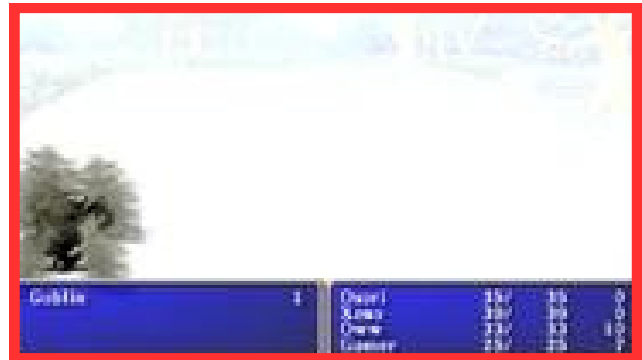




## Thundaga



## Focus



## Focara



## Dark



## Hold



## Confuse



## Haste



## Sleep



## Sleepra



## Scourge



## Slow



## Slowra



## Warp



## Teleport



## Quake



## Death



# Stun



# Temper



# Blind



# Break



# Saber



# Flare



# Stop



# Kill



# Cure



# Cura



# Curaga



# Curaja



# Protect



# Protera



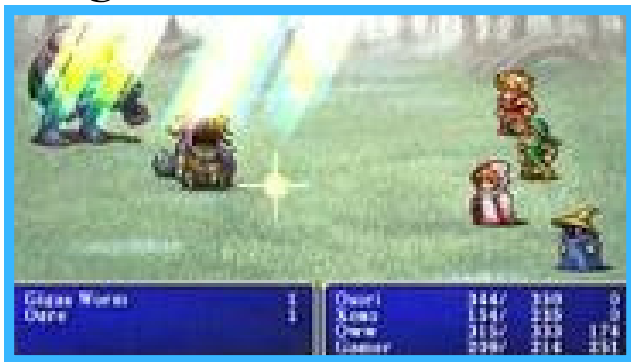
# Dia



# Diara



# Diaga



# Diaja



# Blink



# NulShock



# NulBlaze



# NulFrost



# NulDeath



# NulAll





# Invis



# Invisira



# Blindna



# Vox



# Poisona



# Silence



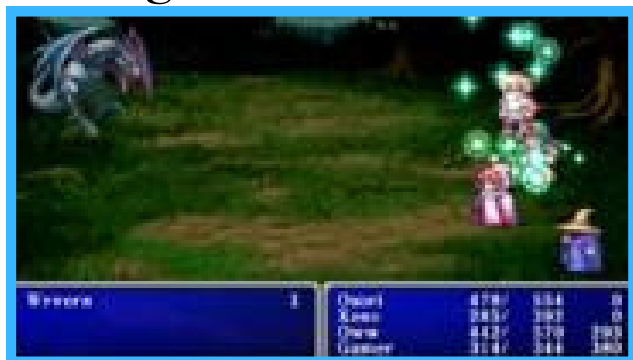
# Heal



# Healara



# Healaga



# Life



# Full-Life



# Exit



# Stona



# Fear



# Holy



# Dispel



Field

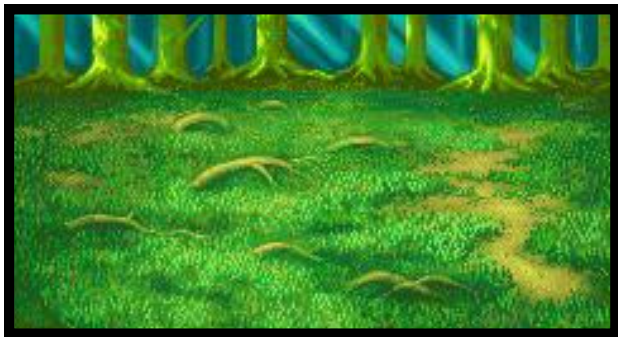


Battlefields

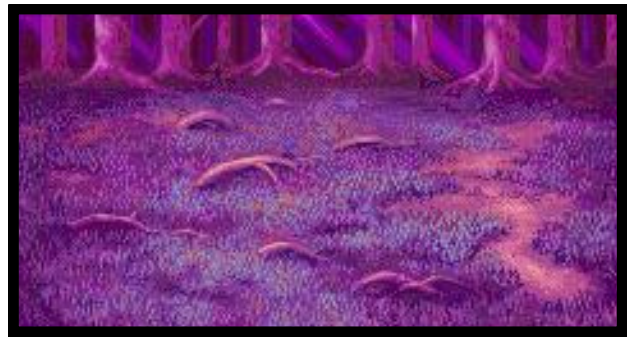


Forest 1

Forest 2



Forest 3



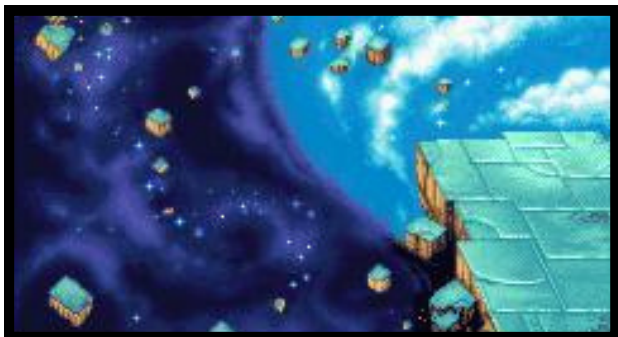
Chaos Shrine 1



Chaos Shrine 2



Chaos Shrine 3



Swamp





Pravoka



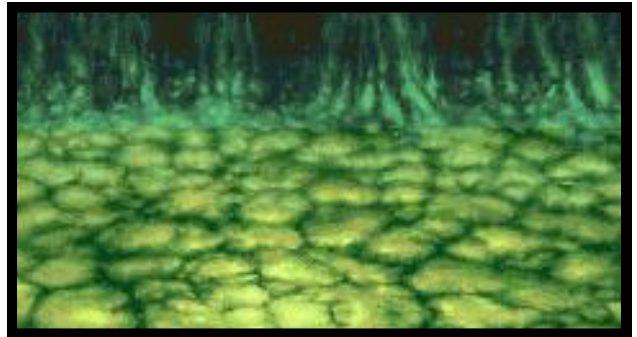
Ship



Western Keep



Marsh Cave



River 1



River 2



River 3



Titan's Tunnel



Earth Cave 1



Earth Cave 2



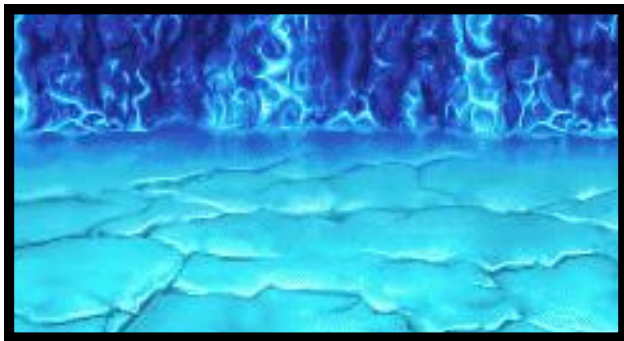
Mt. Gulug 1



Mt. Gulug 2



Ice Cave



Desert 1



Desert 2



Citadel of Trials





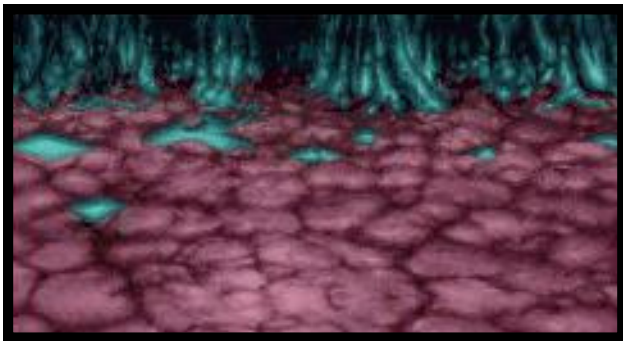
**Sunken Shrine 1**



**Sunken Shrine 2**



**Waterfall Cave**



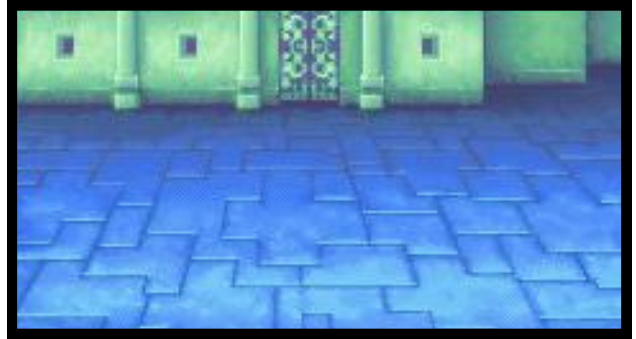
**Lava Temple**



**Mirage Tower**



**Flying Fortress 1**



**Flying Fortress 2**

